December 1993

Vol. I No. 3

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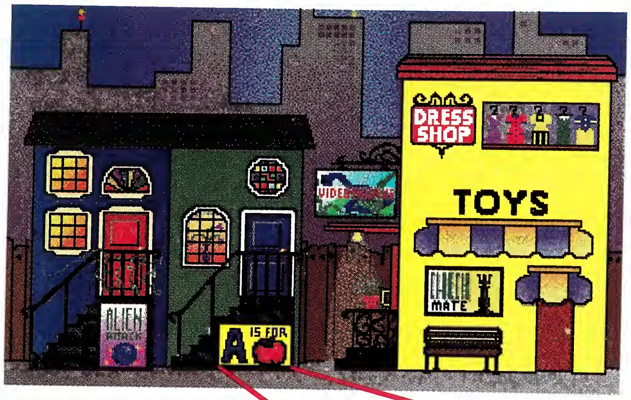

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AM4KAD.PM5
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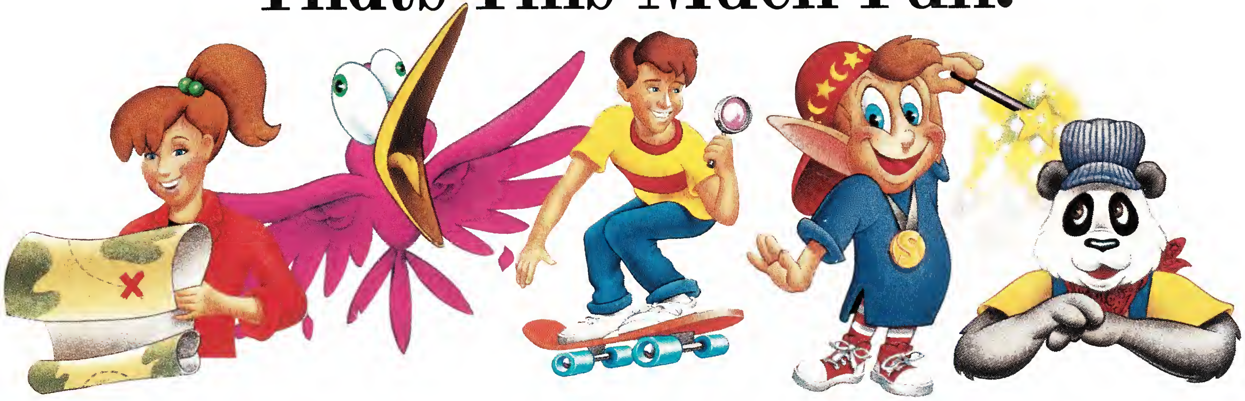
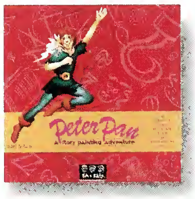
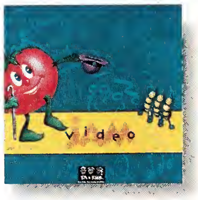
It Took A Bunch Of Characters To Create Learning Software That's This Much Fun.



Scooter's Magic Castle

Eagle Eye Mysteries





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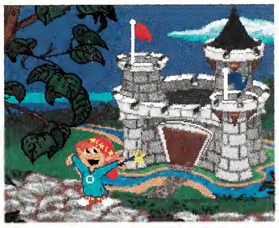

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Macmillan Dictionary for Children

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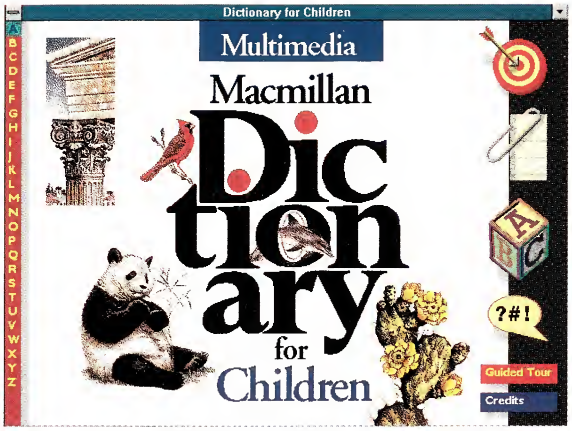
Dictionary for Children
Multimedia
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Dictionary
for
Children
?#!
Guided Tour
Credits
A
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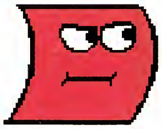
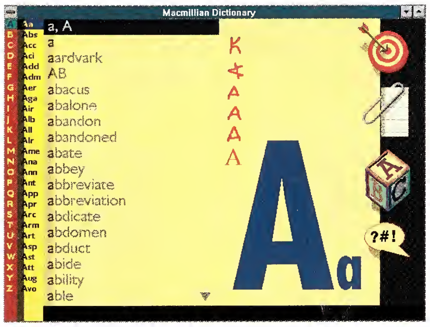


ZAK, our featured animated character, assists you through a guided tour, joins you in a game of hangman or even challenges you to a spelling bee. Not only does the *Macmillan Dictionary for Children–Multimedia Edition* enhance its almost 12,000 word entries with some 1,000 illustrations, but also, by clicking on the pronunciation of each word you can hear it spoken, and, within many words, you will even be able to hear illustrative sound effects. With its many other exciting features, we're sure you'll enjoy using this valuable reference tool, which brings the power of the Multimedia PC to America's best selling children's dictionary.


Macmillan Dictionary
a, A
a
aardvark
AB
abacus
abalone
abandon
abandoned
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abbey
abbreviate
abbreviation
abdicate
abdomen
abduct
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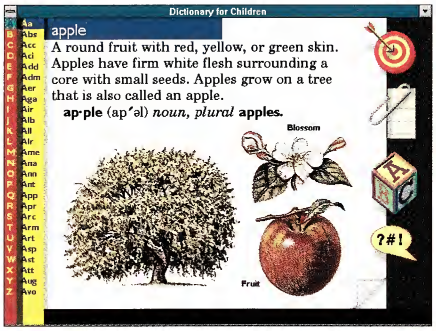
?#!

The Dictionary starts with the "A" page including the start of the "Word List."


Dictionary for Children
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Alb
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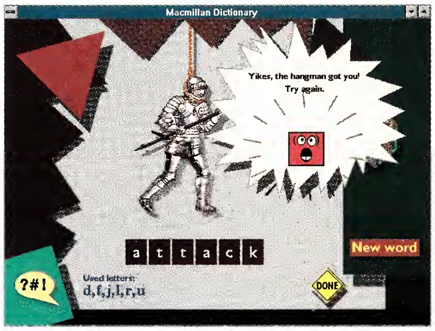
Ana
Ann
Ant
App
Apr
Arc
Arm
Art
Asp
Ast
Att
Aug
Avo
Blossom
Fruit
?#!

apple

A round fruit with red, yellow, or green skin. Apples have firm white flesh surrounding a core with small seeds. Apples grow on a tree that is also called an apple.

ap·ple (ap′əl) *noun, plural* **apples.**

Word entries can include definitions, sample sentences, pronunciations you can hear, illustrations, and sound effects.


Macmillan Dictionary
a t t a c k
New word
?#!
DONE

Yikes, the hangman got you! Try again.

Used letters: d,f,j,l,r,u

There are three games included with the dictionary, including this Hangman game.

Minimum System Requirements:

MPC™ Version:

- MS-DOS® or PC-DOS operating system version 3.1 or later
- Microsoft® Windows™ with Multimedia Extensions 1.0 or Windows 3.1
- Microsoft MS-DOS CD-ROM extensions (MSCDEX) version 2.2 or later
- Multimedia PC including:
  - 386sx microprocessor
  - Hard Drive
  - 4 MB of RAM
  - CD-ROM drive
  - MPC compatible Audio Board
  - Speakers or headphones
  - VGA graphics adapter and color monitor
  - Mouse

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Cambridge, Massachusetts 02138

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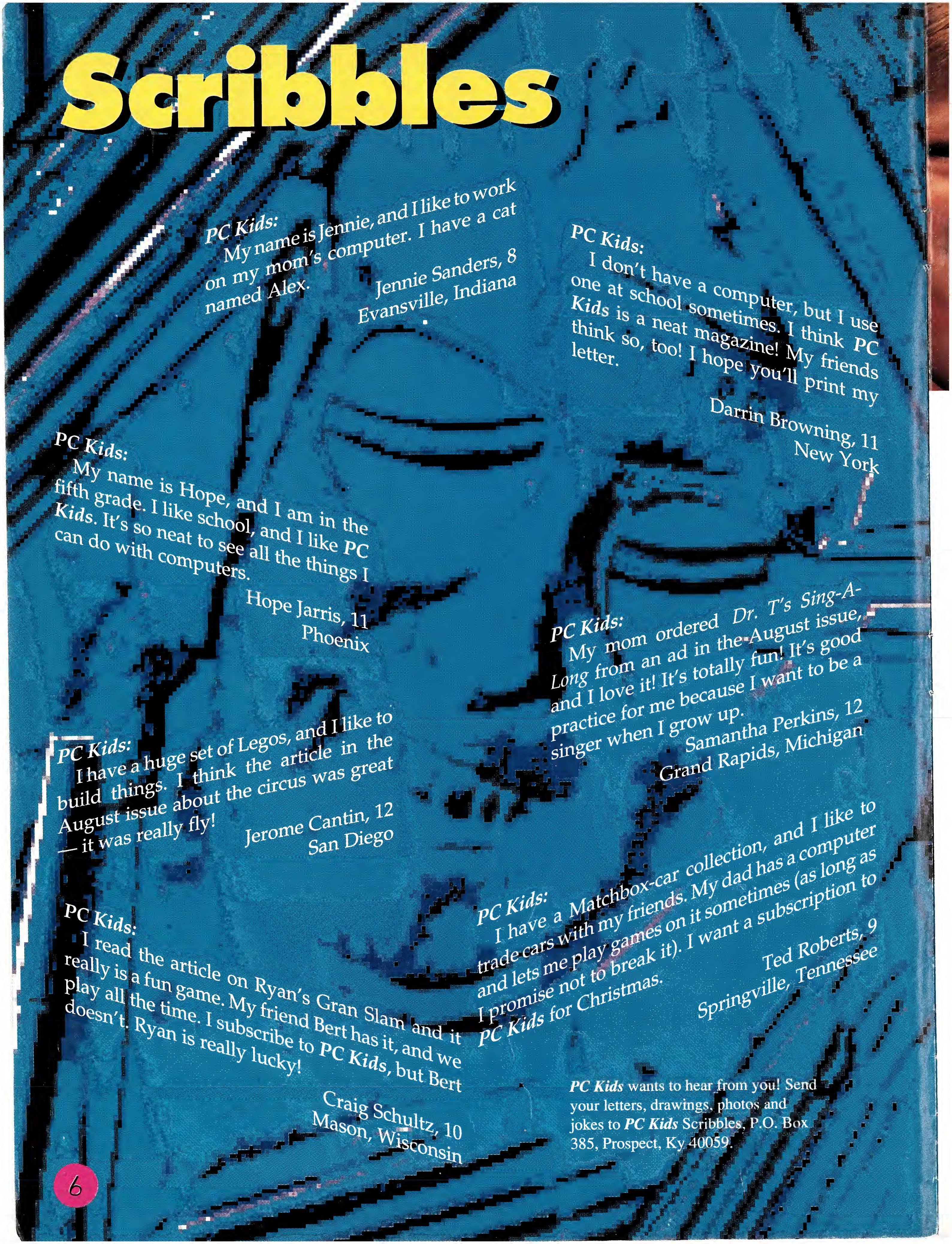
Scribbles



PC Kids:

My name is Jennie, and I like to work on my mom's computer. I have a cat named Alex.

Jennie Sanders, 8
Evansville, Indiana

PC Kids:

My name is Hope, and I am in the fifth grade. I like school, and I like ***PC Kids***. It's so neat to see all the things I can do with computers.

Hope Jarris, 11
Phoenix

PC Kids:

I have a huge set of Legos, and I like to build things. I think the article in the August issue about the circus was great — it was really fly!

Jerome Cantin, 12
San Diego

PC Kids:

I read the article on Ryan's Gran Slam and it really is a fun game. My friend Bert has it, and we play all the time. I subscribe to ***PC Kids***, but Bert doesn't. Ryan is really lucky!

Craig Schultz, 10
Mason, Wisconsin

PC Kids:

I don't have a computer, but I use one at school sometimes. I think ***PC Kids*** is a neat magazine! My friends think so, too! I hope you'll print my letter.

Darrin Browning, 11
New York

PC Kids:

My mom ordered *Dr. T's Sing-A-Long* from an ad in the August issue, and I love it! It's totally fun! It's good practice for me because I want to be a singer when I grow up.

Samantha Perkins, 12
Grand Rapids, Michigan

PC Kids:

I have a Matchbox-car collection, and I like to trade cars with my friends. My dad has a computer and lets me play games on it sometimes (as long as I promise not to break it). I want a subscription to ***PC Kids*** for Christmas.

Ted Roberts, 9
Springville, Tennessee

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FUNSCREEN
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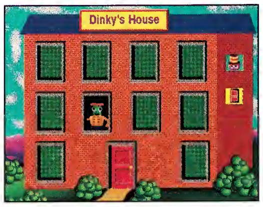
Guess-O-Matic
Barber Joe
Too Many Monsters
Alphabeeps

Until now, learning was no laughing matter!


Dinky's House

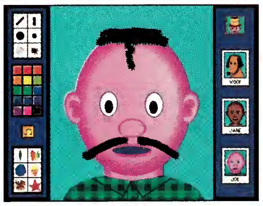
DINKY'S HOUSE
Memory Building

GUESS-O-MATIC
Concentration for Kids

ALPHABEEPS
Spelling Challenge

1 2 3 4 5 6 7 8 9 10

TOO MANY MONSTERS
Develops Counting Skills



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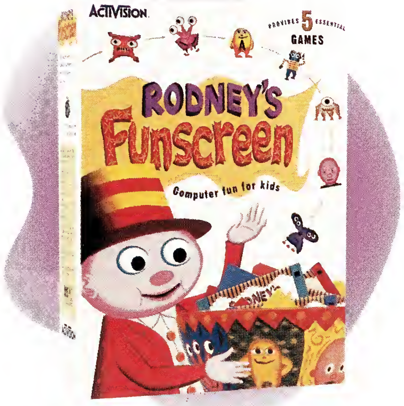
GUESS-O-MATIC Observation and concentration improve as they master this imaginative matching game.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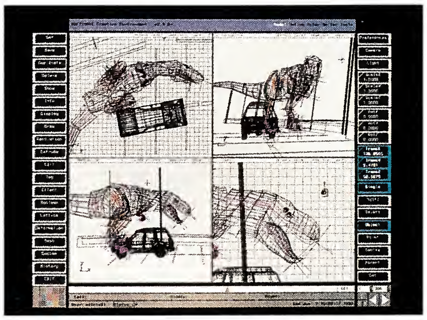
Secrets of the Dinosaurs

Jurassic Park. It's a nice place to visit, but you wouldn't want to be there — not when the lights go out and the dinosaurs grow restless . . .

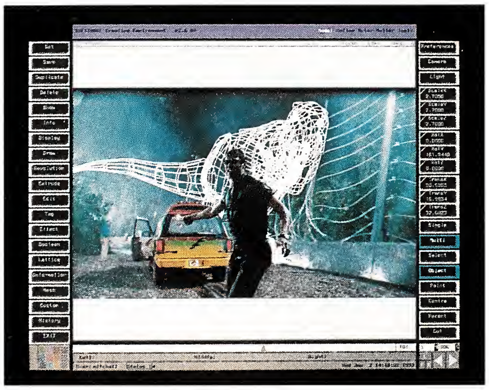
You can admit it — didn't you find the movie *Jurassic Park* just a little bit scary? It's OK, we all were a little scared! Those dinosaurs seemed *real*, so real you could almost smell their breath. (Yuck!) How did the director, Steven Spielberg, do that?

Spielberg created the most realistic dinosaur movie ever by calling on some of the best special-effects wizards in Hollywood — Stan Winston Studios and Industrial Light & Magic (also known as ILM). Stan Winston's team creates lifelike robots, and ILM uses computers to create awesome special effects. Have you seen the liquid-metal Terminator from the movie *Terminator 2*? ILM created him with CG — computer-generated graphics.

Which team did which special effects in *Jurassic Park*? It's easy to tell. If all you see in the frame is a dinosaur's upper body, it's probably one of Stan Winston's "animatronic" robots. A team of controllers with super joysticks controlled the robotic dinosaur's movements and facial expressions just off-camera. Sometimes the controllers "programmed" a dinosaur robot to perform certain actions, just like you program your own computer with BASIC. Then they all stood back and watched while robodino did its stuff.



The T-rex is born as a computer drawing.



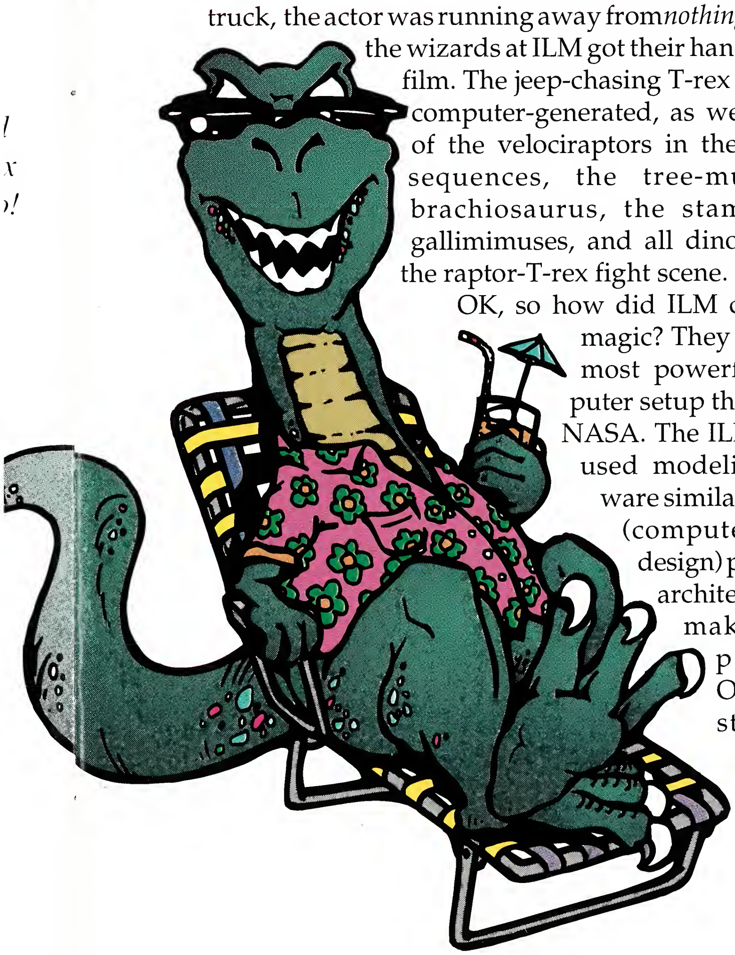
The composited wireframe T-rex looks scary, too!

But rendered flesh will really make your skin crawl.

In the scene where the robot Tyrannosaurus Rex crashes through a hut with a stuntman on her nose, she was programmed to do it. When she sniffs for "food" near the broken fence, Winston's team was controlling her live. They had to be extra careful, though, because the robot T-rex weighs about 8 tons!

When you see a whole dinosaur, legs and all, what you're seeing is a piece of computer magic from ILM (except for the sick triceratops, which was one *big* robot). When actor Jeff Goldblum, who plays "rock-star mathematician" Malcolm, led the rampaging T-rex away from the kids'

Looking for a bite? These Raptors are!



truck, the actor was running away from *nothing* — until the wizards at ILM got their hands on the film. The jeep-chasing T-rex was also computer-generated, as were some of the velociraptors in the kitchen sequences, the tree-munching brachiosaurus, the stampeding gallimimuses, and all dinosaurs in the raptor-T-rex fight scene.

OK, so how did ILM create its magic? They used the most powerful computer setup this side of NASA. The ILM artists used modeling software similar to CAD (computer-aided design) programs architects use to make blueprints. Only instead of house blueprints, the artists used their computers to draw three-dimensional wireframe models of long-extinct animals. (See the photos.) "Wireframes" define areas of a surface (such as a dinosaur) that are later filled in.

After artists drew the wireframes of the T-rex and other dinos, they animated them like a cartoon, matching the dinos' speed and movements to the real-life actors. And after animating the dinosaurs, they fleshed them out — literally giving dinosaurs flesh and skin — in a process called *rendering*.

Rendering gives a solid appearance to a wireframe drawing. Not only did the artists make the dinosaurs look solid by rendering them, they also assigned the dinosaurs *texture* (bumpy dinosaur skin!) and lighting effects, so shadows fell the way they were supposed to. When they were finished rendering, the artists had created dinosaurs that surely look as real as those that trumpeted through the primeval forests, millions of years ago.

The final step for the ILM artists was to *composite*, or combine, their computer-generated dinosaurs with the movie film shot by Steven Spielberg. The result was spectacular — as you know if you've seen the movie.

Thanks to robots and computer-generated graphics, dinosaurs walk the earth again. At least in *Jurassic Park*!

Words From a Dinosaur Maker

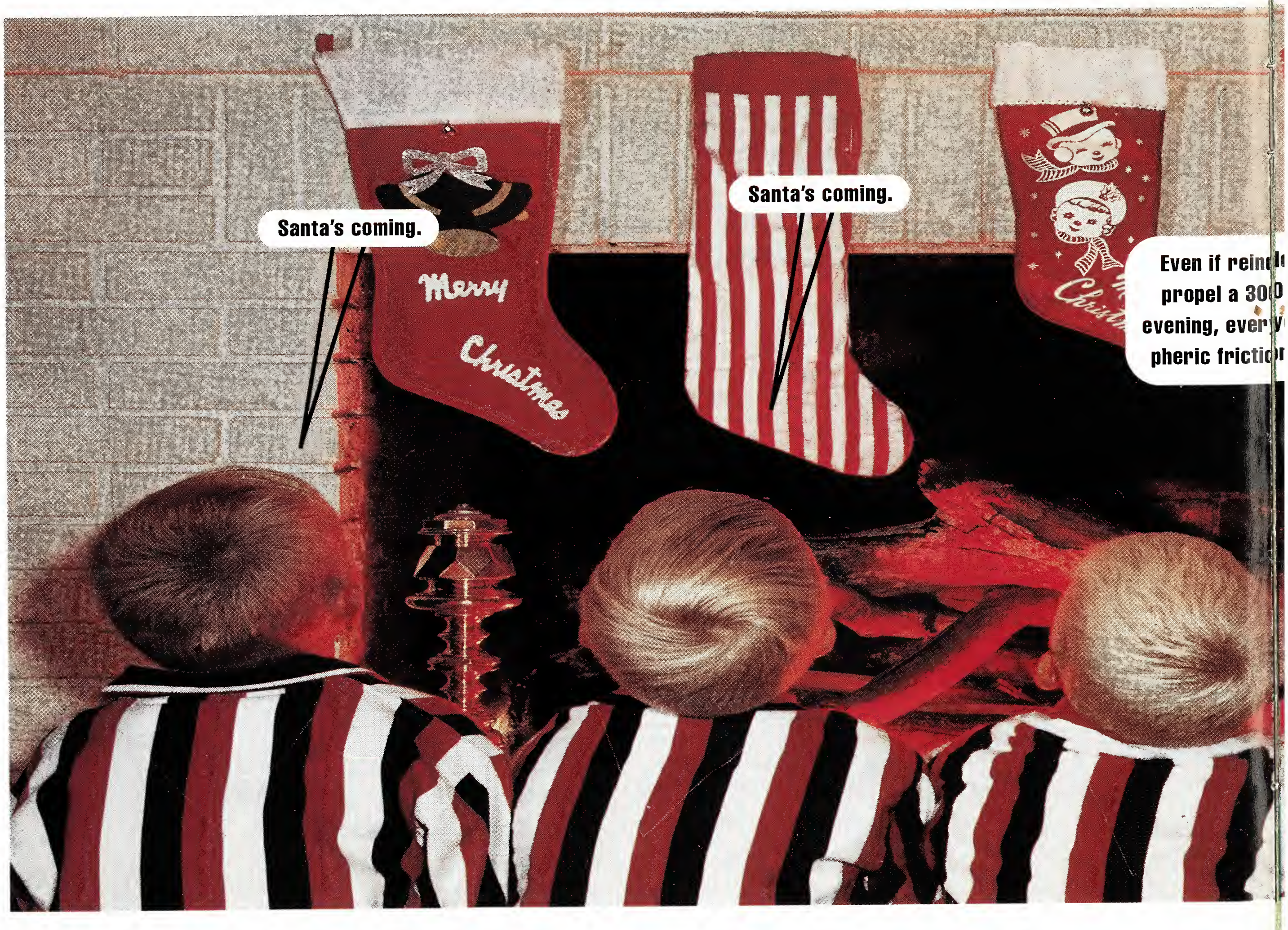
We talked with Wade Howie, an ILM animator who worked on *Jurassic Park*, to see if we could discover some of Industrial Light & Magic's secrets. What we learned is that computer-generated animation takes talent, experience, time, patience and *lots* of computer processing power!

Next to NASA, ILM has the most Silicon Graphics computers in operation. On these computers ILM artists use many different programs, including Pixar's *RenderMan* to create their graphics magic. And their animations get saved to 100,000MB hard drives. That's probably 1000 or more times the disk storage space your home computer has! Each frame of film requires 20MB of disk space! If you stored movie frames on *your* computer, you'd probably have room for only five frames — only a fraction of a second's worth of film.

We'd run, too!

Wade worked on the scene of *Jurassic Park* where the T-rex smashes the children's truck into the mud, then flings it over the fence. Believe it or not, some of the shots of the truck were totally computer-generated! Wade said those few seconds, along with the dinosaur animations, took teams of animators weeks to perfect. The animators made it look like the dinosaurs were breathing, and they made the dinosaurs' muscles look like they were moving underneath the skin. ILM animators consulted with paleontologists (people who study fossils) and even visited the zoo in order to reproduce realistic animal movements. You have to admit, the effort paid off — the dinosaurs look very real!

Computer-generated graphics will play a larger role in movies of the future. In fact, as we write, ILM is working



on CG effects for *The Flintstones* movie, and Wade said the company is also working on effects for three other films.

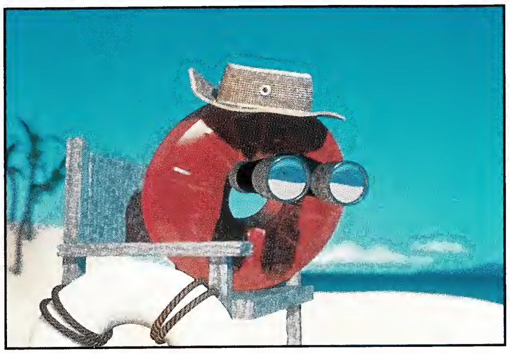
Would you like to try CG special effects on your own computer? While *Jurassic Park II* is probably beyond your PC's means, you *can* generate spiffy animations of your own using programs like *Audodesk Animator* and *3-D Studio*. And, of course, the better you are at drawing and using your mouse, the better your animations will look.

Wade says lots of today's movie makers started out by experimenting with their family's 8mm movie camera. Steven Spielberg was one of them! Just imagine what you can do with a video camera and your computer. How to get started? "Take objects around the house, starting with something simple like a water glass, and learn the skills that go into modeling," Wade says. For larger projects, he advises you to "get a couple of your friends and come up with a story — it doesn't have to be very long. You can make commercials in 15 or 30 seconds that put a whole message across."

What if you want to work someday at ILM? Send 'em a demo tape of what you can do. If they like it, they might tell you, "Good job, kid. Come back when you're out of school!"

CG Is Everywhere!

Jurassic Park is just one example of excellent computer animation. You've also seen computer-generated graphics in *Terminator 2* (the metal man), *The Abyss* (the water tentacle) and on TV! Have you seen the Listerine commercials where the famous mouthwash bottle swordfights monsters and swings on vines? Or how about the commercial where Lifesaver candy goes to the beach? Yep, it's all computer-generated! For a close-up look, check out the title of this article (and others in this magazine). It was rendered using Pixar's *Typestry*.



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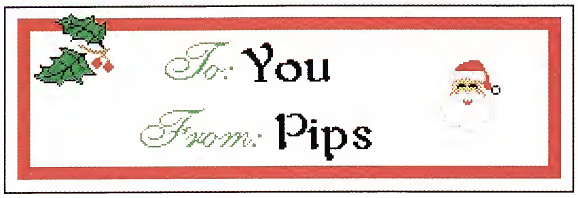
Mousetales



What's as much fun as opening presents during the holidays? Wrapping presents for other people, of course! And I've found a way to use *Windows* Paintbrush for making make super-cool present tags. To get started, follow these simple steps:

1

Start Windows and double-click on the Paintbrush icon. When Paintbrush starts, double-click on the word **Paintbrush** at the top to make the program fill the screen.

2

Pull down the **View** menu and click on **Cursor Position**. A small box appears in the upper-right corner telling you where the mouse pointer is on the screen; the first number is the number of dots from the left, and the second number tells you how many dots down.

3

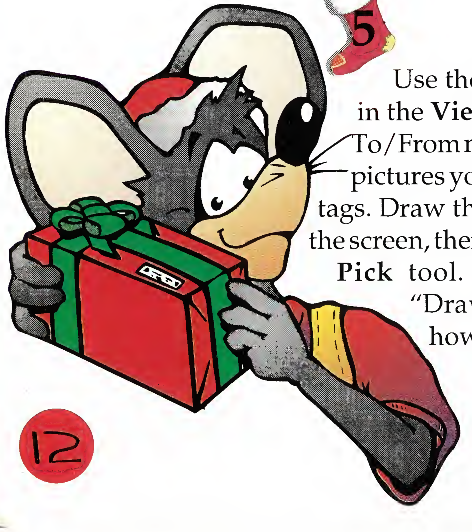
In the bottom-left corner of the screen is a box with eight lines. Click on the top-most of these lines (the thinnest one). Now click on the box tool.

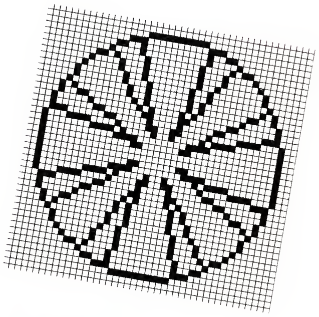
4

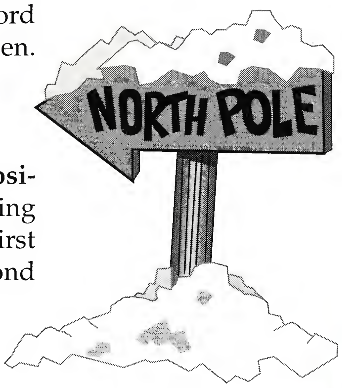
Move the mouse until the **Cursor Position** box indicates **100, 40**. Hold down the left mouse button and drag the mouse until the pointer is at **400, 140**. Let go of the mouse button. This box is the outline of the tag.

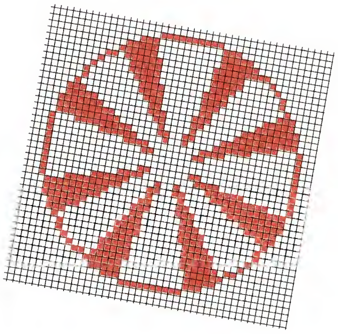
5

Use the **Zoom In** mode (it's in the **View** menu) to draw the To/From message and any other pictures you want to use on your tags. Draw them on blank areas of the screen, then copy them using the **Pick** tool. (The section titled "Drawing Big" tells you how.)









6

Use the **Text** tool (it says **abc**) to to add your name and the name of the person you're giving the gift to.

7

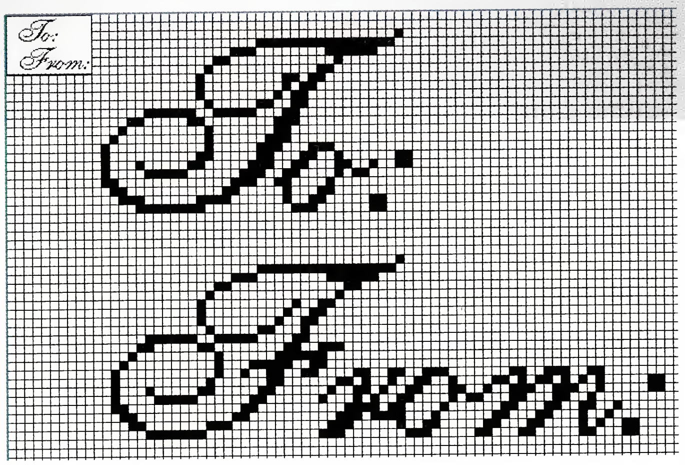
Save your tag — Pull down the **File** menu, select **Save As**, type the filename (you might use MYTAGS) and click on **OK**. This way you can load it later to make more tags.

8

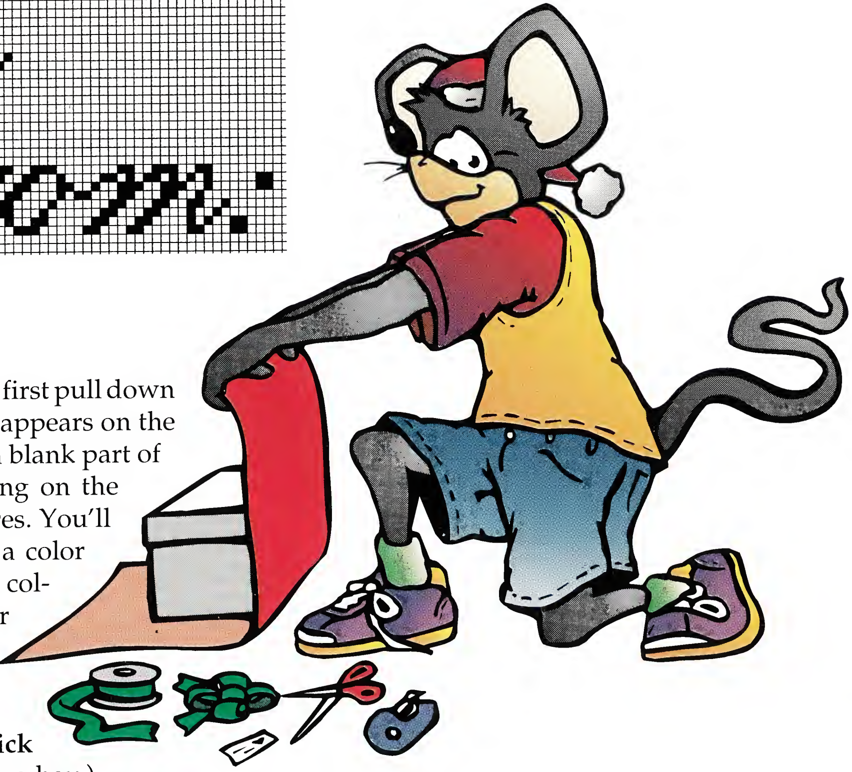
Now print the tag and color it using markers.

9

Experiment with new tag ideas. Make your tags different sizes. Or make them square or round (or any shape you care to draw). Make really radical tag designs by drawing other things in the **Zoom In** mode.

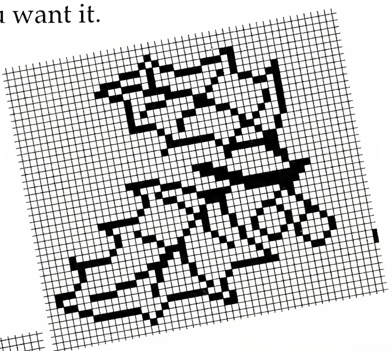


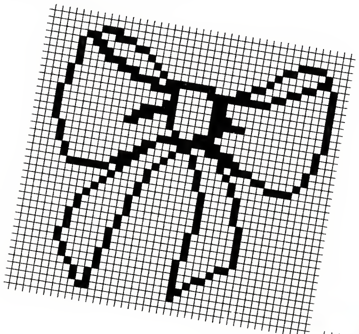
Drawing Big

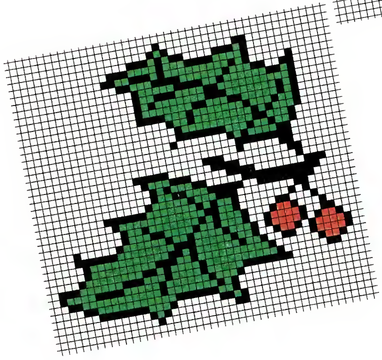


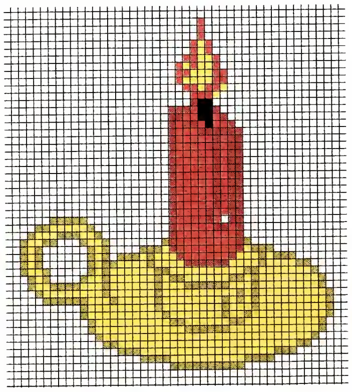
To draw the designs you see on these pages, first pull down the **View** menu and click on **Zoom In**. A box appears on the screen — move the mouse to put this box on a blank part of the screen. Now draw the picture, by clicking on the squares you see in the black-and-white pictures. You'll color them later with markers. (If you have a color printer, you can change colors and draw the colored designs.) If the design is bigger than your screen, move the **Zoom In** "window" by clicking on the yellow up, down, left and right arrow buttons.

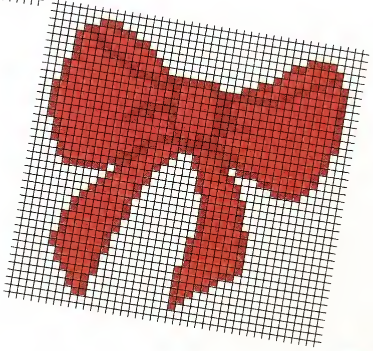
To move and copy small pictures, use the **Pick** tool. (The **Pick** tool looks like scissors cutting a box.) Use it to make a box around the picture you want to copy, then pull down the **Edit** menu and select **Copy**. Pull down the **Edit** menu again and click on **Paste**. A copy of the picture appears in the upper-left corner. Use the mouse to move the arrow inside the dashed box, then hold down the left mouse button and drag the copy of the picture to where you want it.



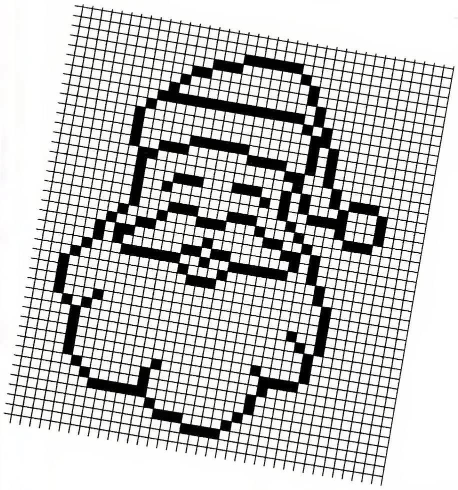


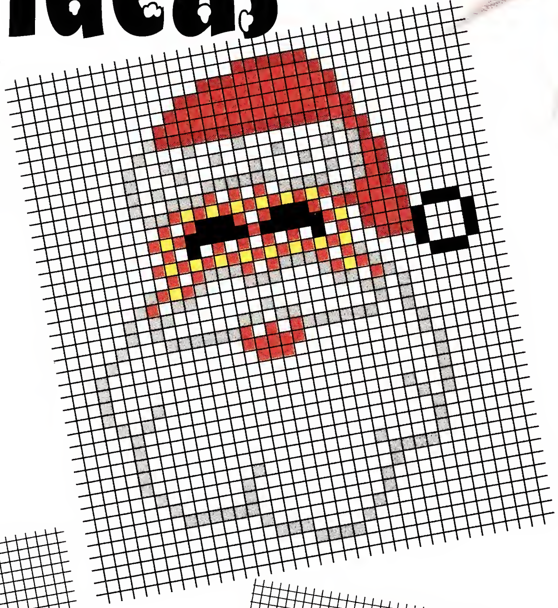


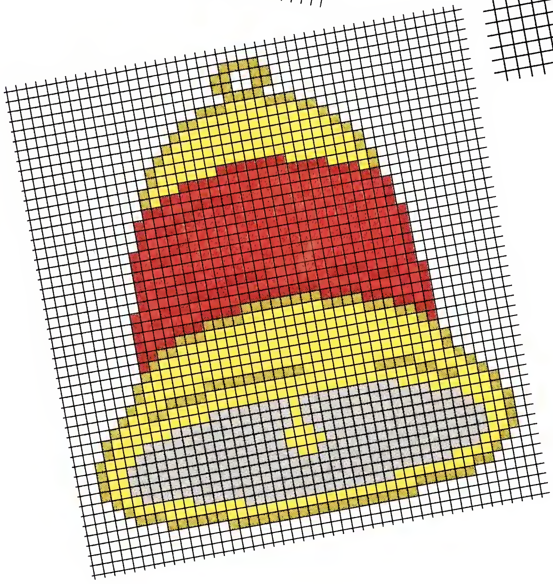


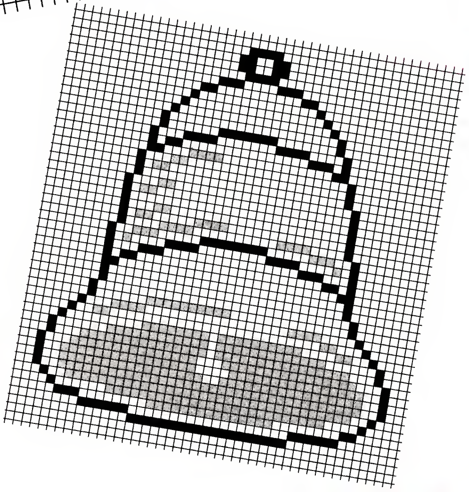


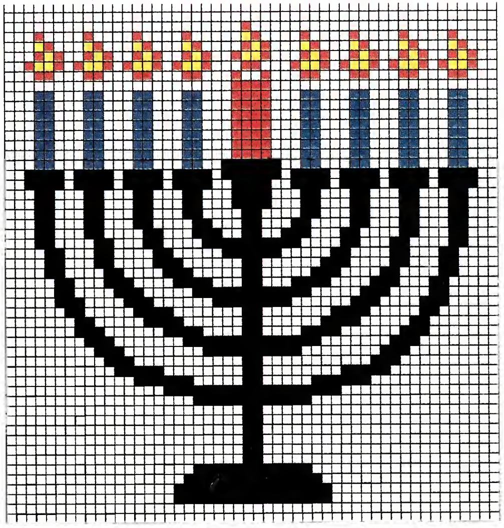
Other Ideas









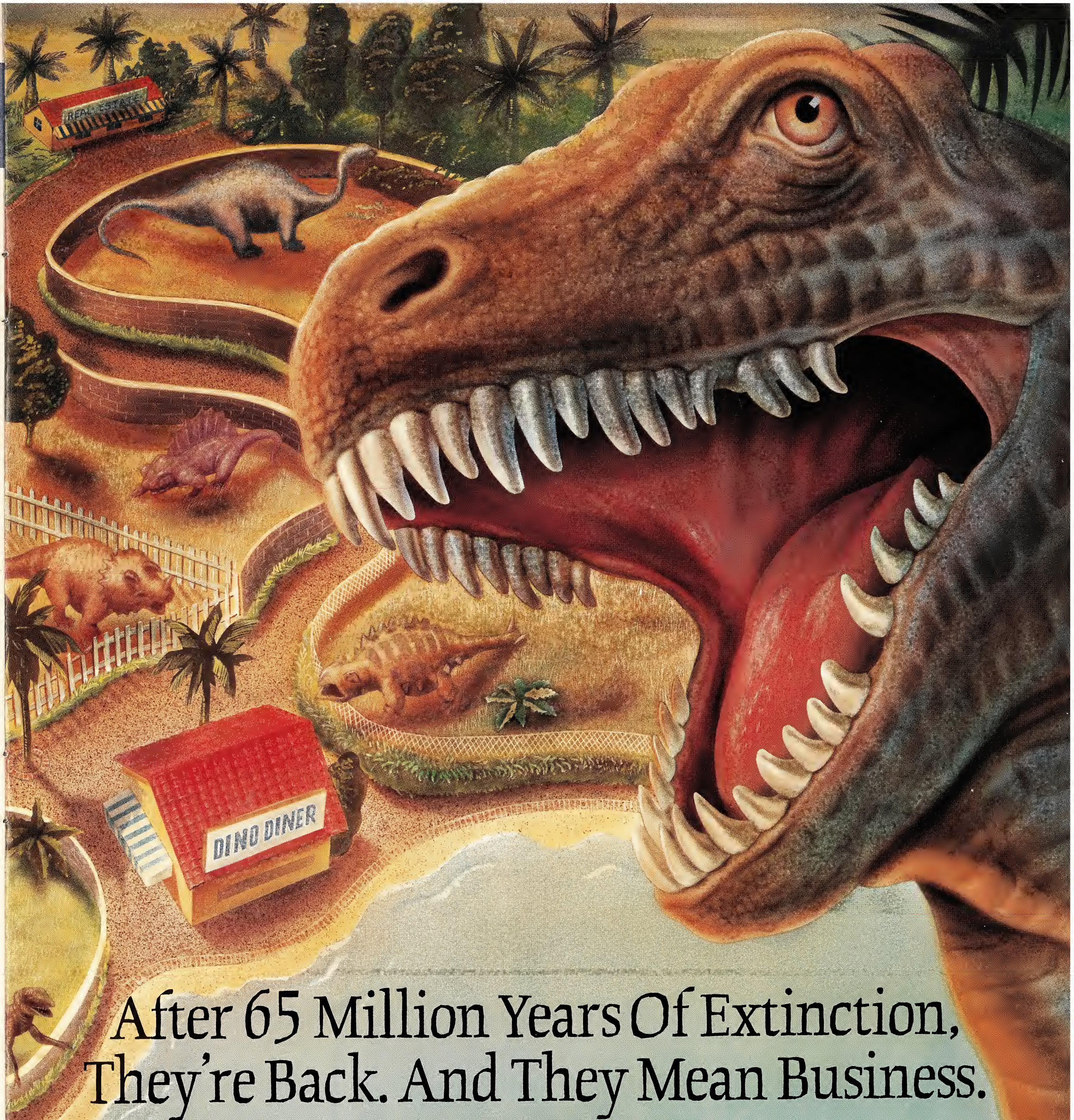


Here are some other great ideas for things you can do with the small pictures on these pages:

☞ Draw a full-screen Holiday picture using these designs as elements.

☞ Create *Windows* wallpaper (see "Mousetales" in the October issue of ***PC Kids*** for instructions).

☞ Make your own wrapping paper by copying the designs a bunch of times and printing a whole page. You can tape a bunch of printed pages together to make paper big enough for larger gifts.


REAL ESTATE
DINO DINER

After 65 Million Years Of Extinction, They're Back. And They Mean Business.

Introducing DinoPark Tycoon™ Software Program For Kids.

What could be more exciting than a dinosaur amusement park? *Running it!*

With DinoPark Tycoon™ your child will discover more than the differences between a Tyrannosaurus Rex and an Allosaurus. Your little tycoon will need to decide what kind of land to buy, how to set ticket prices, even what dinosaurs attract the biggest crowds.

While building a DinoPark empire, kids sharpen math, science and problem solving skills without even noticing. It's no wonder DinoPark Tycoon comes from the number one educational software company for kids. New DinoPark Tycoon, from the makers of The Oregon Trail.®

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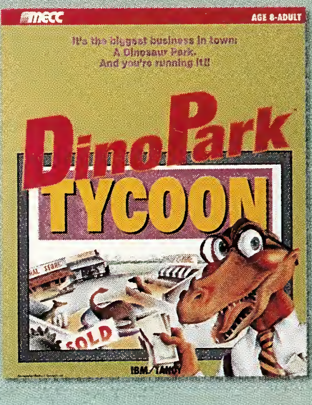
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AGE 8-ADULT
It's the biggest business in town:
A Dinosaur Park.
And you're running it!!
DinoPark
TYCOON
SOLD
IBM/TANDY

PICTURE STICKERS

During the Holidays, taking pictures could qualify as an Olympic event. Every where you turn, someone is snapping off a flash, leaving you seeing spots (unless of course *you're* the photographer). A lot of those pictures will end up in an old shoe box, and a few years from now you'll look through them and discover you don't know all the people in the pictures. (What *does* Uncle Fred look like?) But this won't happen if you use PHOTOTAG along with your computer and printer. PHOTOTAG lets you make cool info-stickers for your pictures. To use it, you'll also need some mailing labels that are 1 inch tall and 3½ inches across (ask Mom or Dad for help putting them in the printer).

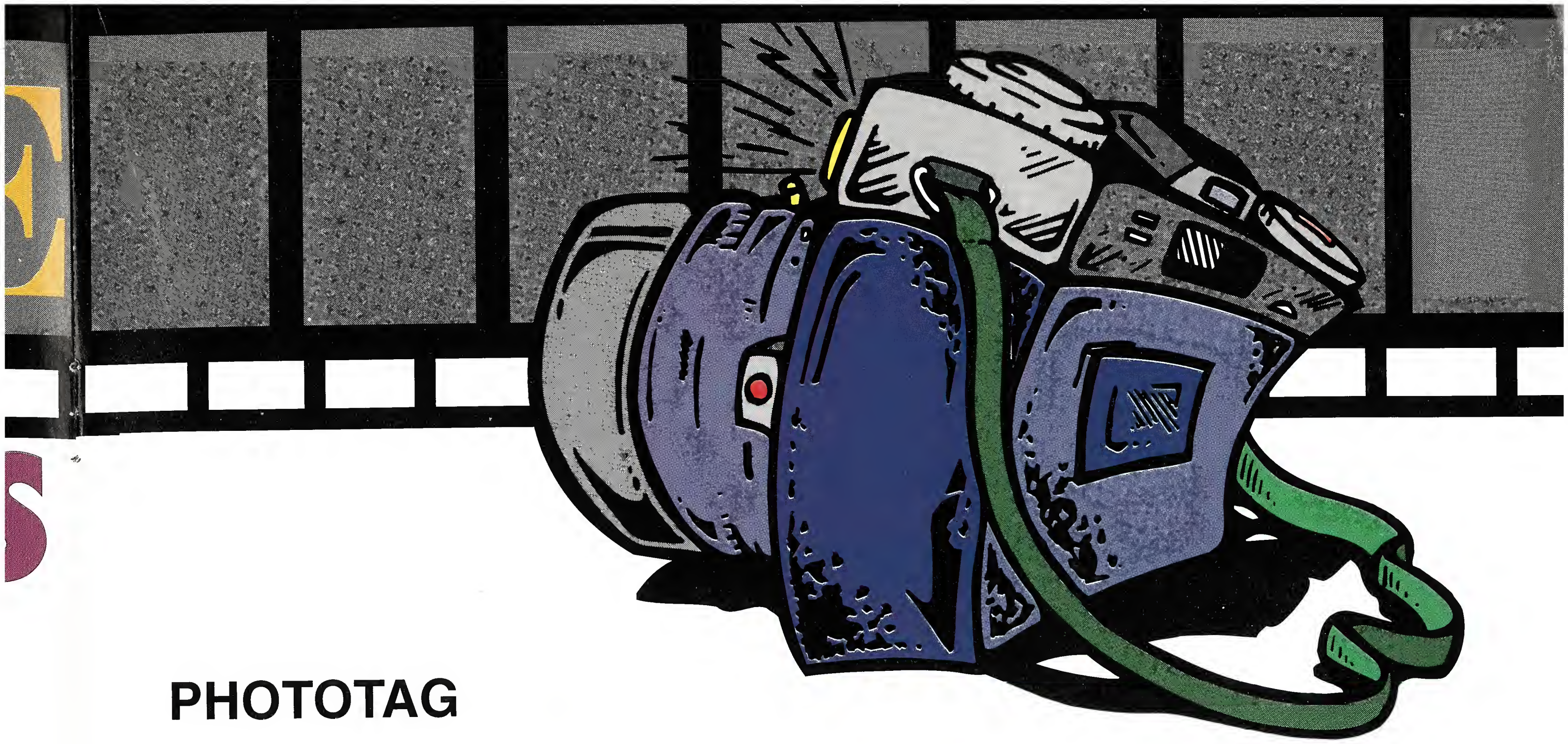
Enter the listing for PHOTOTAG and save it to disk (for help, see Page 48). Then put a stack of unlabeled photos in front of you and run the program. PHOTOTAG asks you to enter when and where the photo was taken. Type the answer to each question and press Enter. Then it asks you to type who is in the picture (or any other notes you want). If there is not enough room on one line, don't worry — PHOTOTAG will ask you to enter another line for "people, places and things."

When you're finished entering information about the top photo, PHOTOTAG asks if you want to print the label. Press Y for Yes or N for No. If you answer Yes, your printer will print the label for you — don't try to pull it off yet, though; wait until you've finished the whole stack of photos. Next PHOTOTAG asks if you want to change the label (for another picture) or quit. Press C to Change or Q to Quit.

As you make labels for all the photos in the stack, if a bunch of pictures were taken on the same date or in the same place, you don't have to type the date or location over again. When PHOTOTAG asks for that information, just type a slash (/) and press Enter. The computer remembers what that line was on the last label and keeps it the same for the next.

After you have printed labels for the whole stack of pictures, take the labels out of the printer and stick them on the backs of the photos. Have fun!

M . GREY'S
GROUP PHOTO



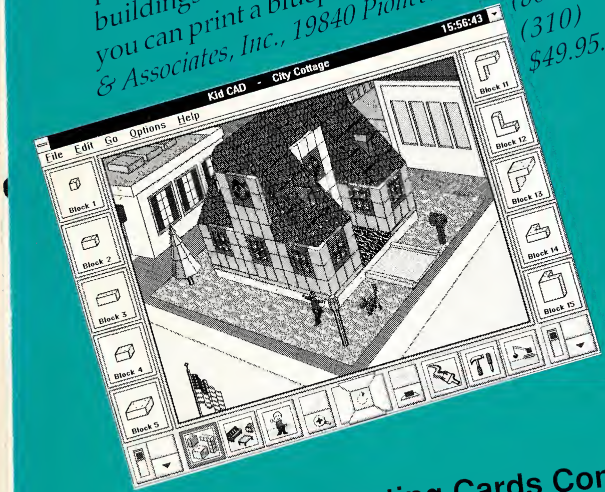
PHOTOTAG

```
10 REM PHOTO TAGGER Enter
20 WIDTH 40: KEY OFF: COLOR 7,1 Enter
30 CLS: GOSUB 1000 Enter
40 Z$=STRING$(36,32): Y$=STRING$(40,32):
 COLOR 0,7 Enter
50 FOR X=1 TO 4 Enter
60 LOCATE 8+X,3: PRINT Z$ Enter
70 NEXT X: COLOR 10,1 Enter
80 COLOR 11,1: LOCATE 16,4: PRINT “DATE
OF PICTURE:”: PRINT: PRINT “=>”; Enter
90 BEEP: COLOR 10,1: LOCATE 18,4: LINE I
NPUT A$ Enter
100 IF LEN(A$)>34 THEN GOSUB 1010: GOSUB
 1050: GOTO 80 Enter
110 IF A$=”/” THEN A$=E$: GOTO 130 Enter
120 E$=A$ Enter
130 S$=A$: K=1: GOSUB 1040: GOSUB 1050
Enter
140 COLOR 11,1: LOCATE 16,4: PRINT “PICT
URE LOCATION:”: PRINT: PRINT “=>”; Enter
150 BEEP: COLOR 10,1: LOCATE 18,4: LINE
INPUT B$ Enter
160 IF LEN(B$)>34 THEN GOSUB 1010: GOSUB
 1050: GOTO 140 Enter
170 IF B$=”/” THEN B$=F$: GOTO 190 Enter
180 F$=B$ Enter
190 S$=B$: K=2: GOSUB 1040: GOSUB 1050
Enter
200 COLOR 11,1: LOCATE 16,4: PRINT “PEOP
LE, PLACES AND THINGS:”: PRINT: PRINT “=
>”; Enter
210 BEEP: COLOR 10,1: LOCATE 18,4: LINE
INPUT C$ Enter
220 IF LEN(C$)>34 THEN GOSUB 1010: GOSUB
 1050: GOTO 200 Enter
230 IF C$=”/” THEN C$=G$: GOTO 250 Enter
240 G$=C$ Enter
250 S$=C$: K=3: GOSUB 1040: GOSUB 1050
Enter
260 COLOR 11,1: LOCATE 16,4: PRINT “OTHE
R INFORMATION:”: PRINT: PRINT “=>”; Enter
270 BEEP: COLOR 10,1: LOCATE 18,4: LINE
INPUT D$ Enter
280 IF LEN(D$)>34 THEN GOSUB 1010: GOSUB
 1050: GOTO 260 Enter
290 IF D$=”/” THEN D$=H$: GOTO 310 Enter
300 H$=D$ Enter
310 S$=D$: K=4: GOSUB 1040: GOSUB 1050
Enter
320 COLOR 12,1: LOCATE 17,9: PRINT “PRIN
T THIS LABEL (Y/N)?”;: BEEP Enter
330 T$=INKEY$: IF T$=”” THEN 330 Enter
340 IF T$=”N” OR T$=”n” THEN 400 Enter
350 IF T$=”Y” OR T$=”y” THEN 370 Enter
360 GOTO 330 Enter
370 LPRINT: LPRINT A$ Enter
380 LPRINT B$: LPRINT C$ Enter
390 LPRINT D$: LPRINT Enter
400 GOSUB 1050: LOCATE 17,8: PRINT “CHAN
GE LABEL OR QUIT (C/Q)?”;: BEEP Enter
410 T$=INKEY$: IF T$=”” THEN 410 Enter
420 IF T$=”C” OR T$=”c” THEN LOCATE 17,1
: PRINT Z$: GOTO 80 Enter
430 IF T$=”Q” OR T$=”q” THEN 450 Enter
440 GOTO 410 Enter
450 COLOR 7,1: CLS: END Enter
1000 COLOR 14,1: LOCATE 2,15: PRINT “PHO
TO TAGGER”: COLOR 7,1: RETURN Enter
1010 FOR X=16 TO 19: LOCATE X,1: PRINT Y
$: NEXT X Enter
1020 BEEP: FOR X=1 TO 15: COLOR 12,1: LO
CATE 17,7: PRINT “LINE TOO LONG! TRY AGA
IN.” Enter
1030 COLOR 1,12: LOCATE 17,7: PRINT “LIN
E TOO LONG! TRY AGAIN.”: NEXT X: COLOR 1
1,1: RETURN Enter
1040 COLOR 0,7: LOCATE 8+K,3: PRINT Z$:
LOCATE 8+K,4: PRINT S$: COLOR 11,1: RETU
RN Enter
1050 FOR X=16 TO 19: LOCATE X,1: PRINT Y
$: NEXT X: RETURN Enter
```

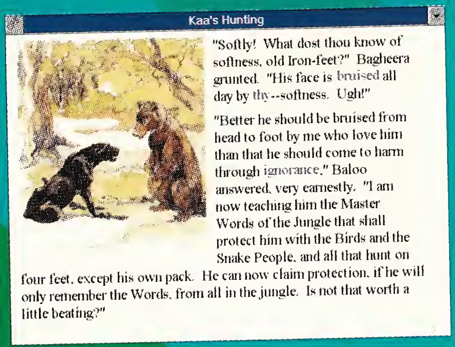
In Your F

Calling All Junior Architects!

You can really raise the roof with *Kid CAD*, a program that lets you build your own houses, castles or forts — anything you want — right on the computer screen. It's like Legos, but better! Because it's a three-dimensional (3-D) program, you can look at your building from any direction. Look at your house from the "front yard" or peek in the back door. Decorate inside and outside your buildings with plants, people — even dinosaurs. And you can print a blueprint to show your friends. *Davidson & Associates, Inc., 19840 Pioneer Ave., Torrance, CA 90503, (800) 545-7677 or (310) 793-0600; $49.95.*



Mowgli's Back — And Baloo, Too!


Kaa's Hunting

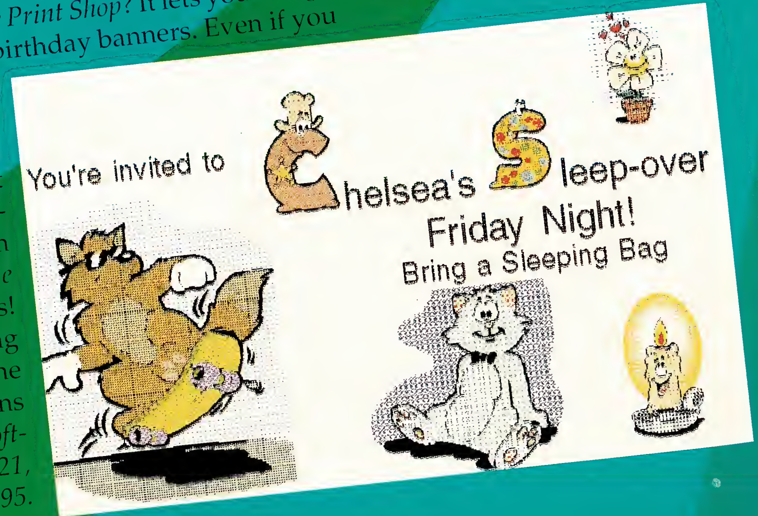
"Softly! What dost thou know of softness, old Iron-feet?" Bagheera grunted. "His face is bruised all day by thy--softness. Ugh!"

"Better he should be bruised from head to foot by me who love him than that he should come to harm through ignorance," Baloo answered, very earnestly. "I am now teaching him the Master Words of the Jungle that shall protect him with the Birds and the Snake People, and all that hunt on four feet, except his own pack. He can now claim protection, if he will only remember the Words, from all in the jungle. Is not that worth a little beating?"

Ever wonder what happened to the characters from *The Jungle Book*? You can find out in a CD-ROM computer storybook called *Kaa's Hunting*. This storybook is based on the book written by Rudyard Kipling, and it picks up on the lives of Mowgli the boy-wolf, Baloo the bear and Bagheera the panther. It seems that Mowgli, ignoring the good advice of his friends, gets mixed up with the mischievous monkey people — and only Kaa the python can get him out of trouble. The storybook shows all the words on the screen, so you can read it like a real book. Or you can let the storybook's narrator read to you while you check out the pictures and music. *Ebook, 32970 Alvarado-Niles Road, Suite 704, Union City, CA 94587, (510) 429-1331; $39.95.*

Give Your Greeting Cards Comic Appeal

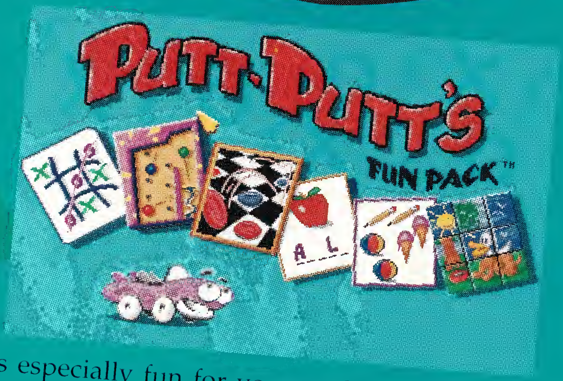
Have you ever heard of a program called *The Print Shop*? It lets you design and print your own greeting cards, signs and birthday banners. Even if you haven't heard of *The Print Shop*, we bet you've seen some of the neat things it can print! Now the people who make *The Print Shop* have come up with a funny add-on (a program that helps another program). The add-on is a collection of more than 300 hilarious cartoonish comic characters that you can put into *The Print Shop Deluxe*'s signs, cards and banners! Imagine a laughing apple tree, a frowning sunflower or a pizza box that's dialing the phone. You'll have the coolest banners, signs and party invitations around! *Broderbund Software, Inc., 500 Redwood Blvd., P.O. Box 6121, Novato, CA 94948-6121, (415) 382-4400; $44.95.*

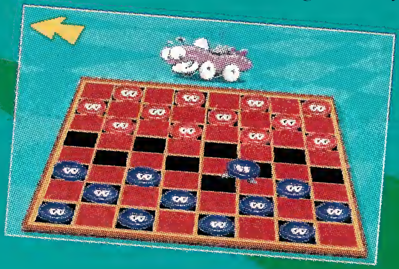


ace

Putt-Putt-Putting Along

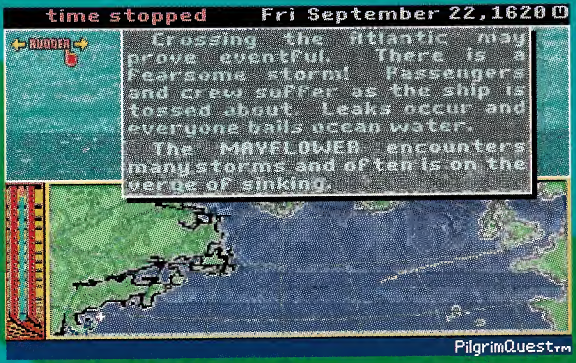
Putt-Putt the friendly talking car is back in *Putt-Putt's Fun Pack*! Yes, Putt-Putt, the car who eats his breakfast cereal with motor oil instead of milk. Putt-Putt wants to be your play partner in six different games, including checkers, tic-tac-toe, hangman and other puzzlers. He'll even help you build your own pinball machine and play it! This program is especially fun for younger brothers and sisters. *Humongous Entertainment, dist. by Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94404, (800) 245-4525; $39.95.*





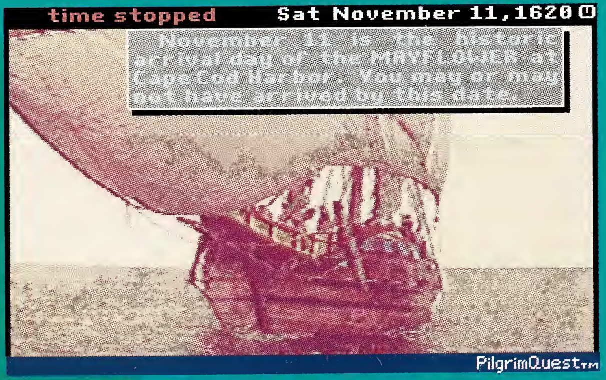
Hey, Pilgrim! Let's Talk Turkey

There's no doubt about it — the Pilgrims had it rough. When they pulled up to Plymouth Rock, there was no limousine waiting to greet them. Nor were there any pizza shops or movie theatres. Seriously, we all know the Pilgrims had to overcome a lot to even survive in this New World. If you had been on the Mayflower, how do you think *you* would have managed? A strategy game called *PilgrimQuest* will help you find out. As a hopeful Pilgrim you must steer the Mayflower across the Atlantic Ocean, choose a site for your colony, assign chores, build cabins, hunt for food and visit Indian villages. Good luck! *Decision Development Corp., 2680 Bishop Drive, Suite 122, San Ramon, CA 94583, (800) 800-4332; $59.95, or $99.95 for the CD-ROM version.*


time stopped Fri September 22,1620

Crossing the Atlantic may prove eventful. There is a fearsome storm! Passengers and crew suffer as the ship is tossed about. Leaks occur and everyone bails ocean water.

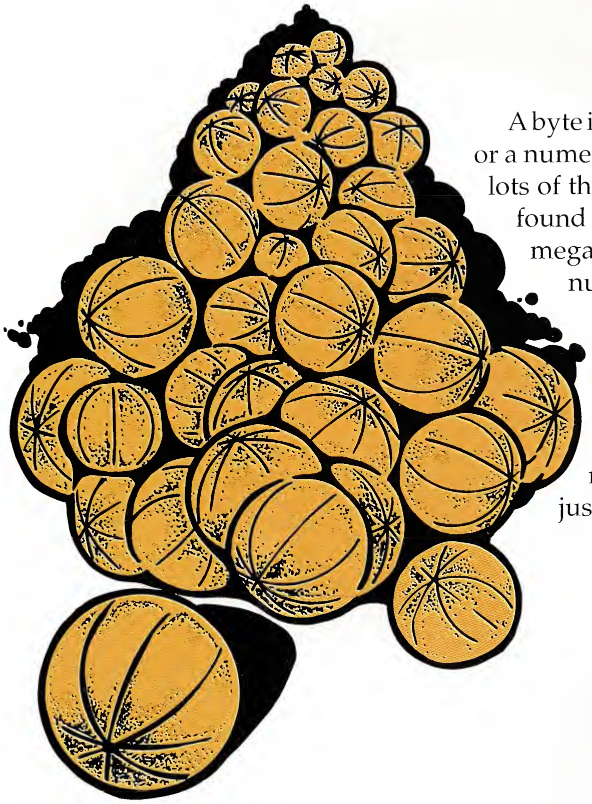
The MAYFLOWER encounters many storms and often is on the verge of sinking.


time stopped Sat November 11,1620

November 11 is the historic arrival day of the MAYFLOWER at Cape Cod Harbor. You may or may not have arrived by this date.

Did You Know?

What's A Megabyte?

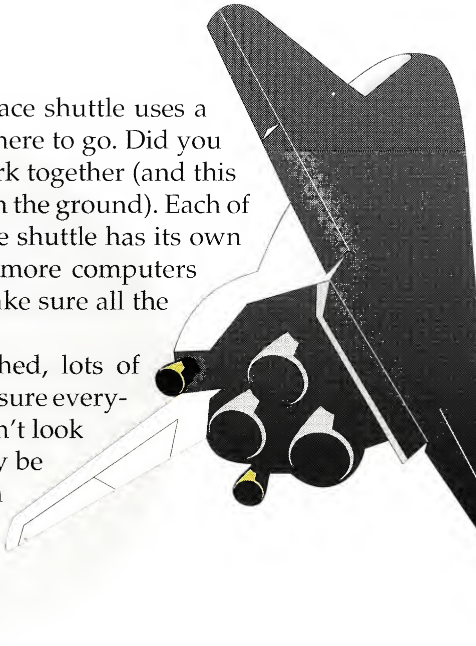


A byte is like an electronic box that holds one character — either a letter or a numeral — in a computer's memory. Most computers have lots and lots of these special boxes, so to make things easier, computer makers found a word that means "lots and lots of bytes" — *megabyte*! One megabyte is equal to 1,048,576 bytes. Now that's a lot of letters and numbers!

If a byte were as big as a basketball and you stacked a "megabyte" of basketballs on a basketball court, the stack would be as tall as a 10-story building! It's a good thing bytes aren't that big — the computer would never fit on your desk. A real megabyte of computer memory would fit on the fingernail of your little finger. And you'd need a microscope to see just one byte from a whole megabyte.

If there is something you *want to know about computers, write to* **PC Kids**, P.O. Box 385, Prospect, Kentucky 40059.

Who's In Charge?



You probably already guessed that the space shuttle uses a computer to help the astronauts figure out where to go. Did you know it really has several computers that work together (and this doesn't count the many computers that stay on the ground). Each of the computers that travels into space with the shuttle has its own jobs for the mission. But sometimes two or more computers perform the same job (such as checking to make sure all the shuttle's instruments are working right).

While the shuttle is waiting to be launched, lots of different computers repeatedly check to make sure everything is OK. If one computer says "Things don't look right!" to the flight engineers, the launch may be *scrubbed*, or called off. The computers can even be set so the shuttle *can't* launch until the problem is fixed!

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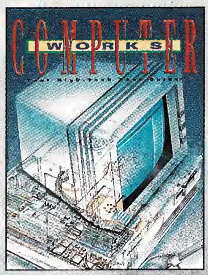
COMPUTER
WORKS

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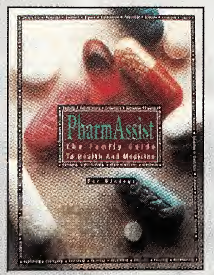
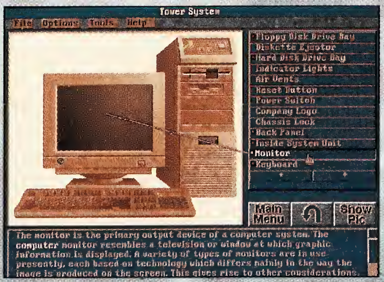

PharmAssist
The Family Guide To Health And Medicine


Tower System
File
Options
Tools
Help
Floppy Disk Drive Bay
Diskette Ejector
Hard Disk Drive Bay
Indicator Lights
Air Vents
Reset Button
Power Switch
Company Logo
Chassis Lock
Back Panel
Inside System Unit
Monitor
Keyboard
Main Menu
Show Pic

The monitor is the primary output device of a computer system. The computer monitor resembles a television or window at which graphic information is displayed. A variety of types of monitors are in use presently, each based on technology which differs mainly in the way the image is produced on the screen. This gives rise to other considerations.

PharmAssist™

The Family Guide to Medicine and Health™

There are thousands of prescription and non-prescription drugs on the market today. PharmAssist provides quick, useful, easy-to-understand information about different medications. It's the smart way to take your medicine.

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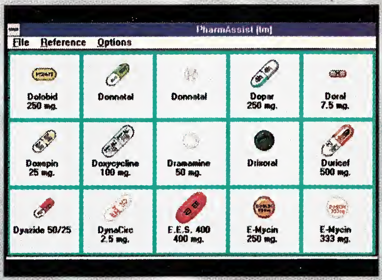
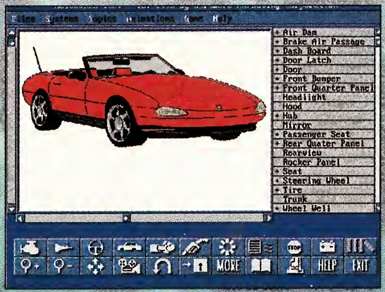

PharmAssist (tm)
File
Reference
Options
Dolobid 250 mg.
Donnatal
Donnatal
Dopar 250 mg.
Doral 7.5 mg.
Doxepin 25 mg.
Doxycycline 100 mg.
Dramamine 50 mg.
Drixoral
Duricef 500 mg.
Dyazide 50/25
DynaCirc 2.5 mg.
E.E.S. 400 400 mg.
E-Mycin 250 mg.
E-Mycin 333 mg.


Air Dam
Brake Air Passage
Dash Board
Door Latch
Door
Front Bumper
Front Quarter Panel
Headlight
Hood
Hub
Mirror
Passenger Seat
Rear Quater Panel
Rearview
Rocker Panel
Seat
Steering Wheel
Tire
Trunk
Wheel Well
MORE
HELP
EXIT

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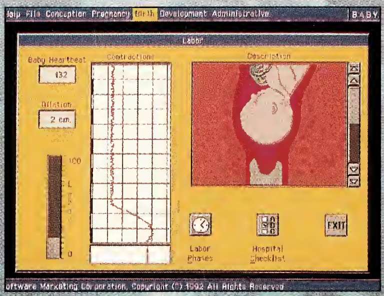
Help
File
Conception
Pregnancy
Birth
Development
Administrative
B.A.B.Y.
Labor
Baby Heartbeat
132
Dilation
2 cm.
Contractions
Description
100
0
Labor Phases
Hospital Checklist
EXIT

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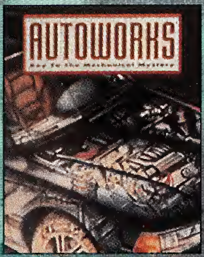
AUTOWORKS
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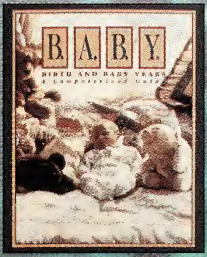
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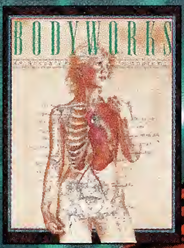

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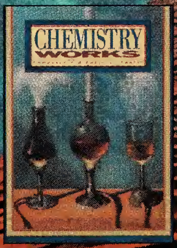
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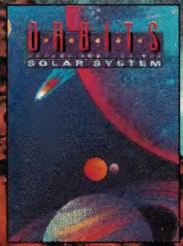
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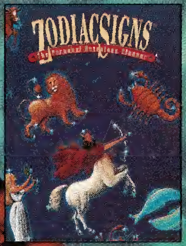
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Turn on the computer and tune in the fun! We've got a few computer programs to help you get into the holiday spirit.

The BASIC programs on this page play holiday tunes. To hear a tune, type the program and save it (see Page 32 if you need a little help). Then type `RUN` and press Enter. When you're ready to hear another song, type `NEW` and press Enter, then type the next program the same way as you did the first.

The program lines that start with `A$`, `B$` and so on, contain the actual music. The special codes in these lines tell the computer what notes to play and how fast to play them. (For more information about playing music with the computer, see the `PLAY` command in your computer's BASIC manual.) When you are typing these lines, remember that the zeroes in ***PC Kids*** program listings have slashes through them. Anything that looks like the number 0 but doesn't have a slash is really a letter O.

Mistletoe Melodies

ROCKAGE

```
10 REM MAOZ TZUR / ROCK OF AGES Enter
20 PLAY "T120L403" Enter
30 A$="L4E-02B-03E-A-GFL2E-" Enter
40 B$="L4B-04C03FL8A-A-L4GFL2E-" Enter
50 C$="L4B-B-04CDL2E-03B-" Enter
60 D$="L404E-DC03L8B-B-B-A-GA-L2F" Enter
70 E$="L4G.L8A-L4B-.L8B-L4F.L8GL2A-" Enter
80 F$="L4GFE-L8A-A-L4GA-L2B-" Enter
90 G$="L4GFE-L8A-A-L4GFL2E-" Enter
100 PLAY A$: PLAY B$ Enter
110 PLAY A$: PLAY B$ Enter
120 PLAY C$: PLAY D$ Enter
130 PLAY E$: PLAY F$ Enter
140 PLAY E$: PLAY G$ Enter
```

GODREST

```
10 REM GOD REST YE MERRY GENTLEMEN Enter
20 PLAY "T240L402MS" Enter
30 A$="L4DDAAGFEDCDEFGL2A." Enter
40 B$="L4AB-GAB-03CD02AGFDEFL2GL4" Enter
50 C$="FGL2AL4B-AAGFEL2DL8FEL4DL2G" Enter
60 D$="L4FGAB-03CD02AGFEL1D." Enter
70 PLAY A$: PLAY A$ Enter
80 PLAY B$: PLAY C$ Enter
90 PLAY D$ Enter
```

SILENT

```
10 REM SILENT NIGHT Enter
20 PLAY "T100L402" Enter
30 A$="L4G.L8AL4GL2E.L4G.L8AL4GL2E." Enter
40 B$="03L2DL4D02L2B.03L2CL4C02L2G." Enter
50 C$="L2AL4A03C.02L8BL4A" Enter
60 D$="G.L8AL4GL2E." Enter
70 E$="03DL4DF.L8D02L4B03L2C.E." Enter
80 F$="L4C02GEG.L8FL4DL1C" Enter
90 PLAY A$: PLAY B$ Enter
100 PLAY C$: PLAY D$ Enter
110 PLAY C$: PLAY D$ Enter
120 PLAY E$: PLAY F$ Enter
```

JINGLE

```
10 REM JINGLE BELLS Enter
20 PLAY "T220L402" Enter
30 A$="L4G03EDC02L2G.L8GGL4G03EDC02L1AL4
" Enter
40 B$="A03FED02L1BL403L4GGFDL1E02" Enter
50 C$="L4A03FEDGGGGAGFDCN0L2G" Enter
60 D$="L4MSEEL2EL4EEL2EL4EGC.L8DL1E" Enter
70 E$="L4FFF.L8FL4FEEL8EEL4EDDEDN0L2G"
Enter
80 F$="L4FFF.L8FL4FEEL8EEL4GGFDL2C." Enter
90 PLAY A$: PLAY B$ Enter
100 PLAY A$: PLAY C$ Enter
110 PLAY D$: PLAY E$ Enter
120 PLAY D$: PLAY F$ Enter
```

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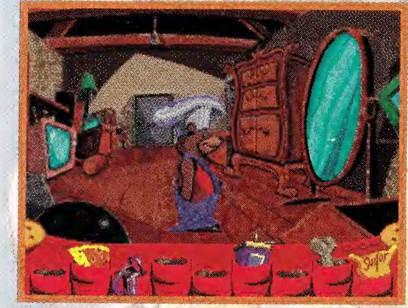
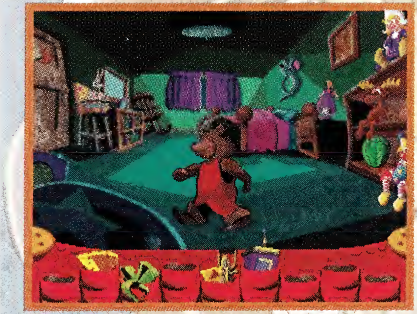
Fatty BEAR'S
Birthday Surprise

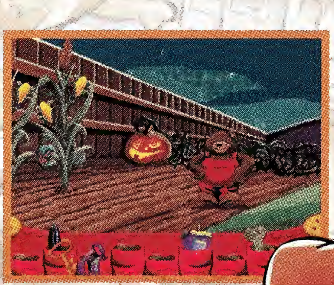


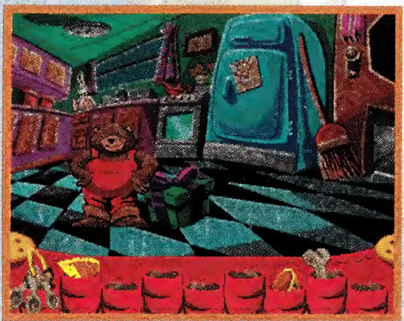
Fatty Bear and his friends have a lot to do before Kayla wakes up Matilda Rabbit's busy with the cake. Gretchen's working on th decorations. The puppy's getting into mischief, and the garage doo opener has disappeared.

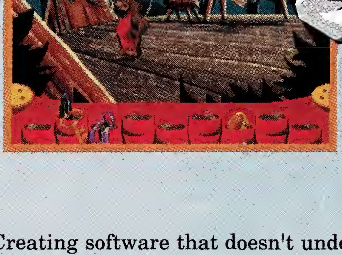
Fatty Bear's Birthday Surprise™ is an adventure game designe especially for children. Children enhance their problem-solvin skills, while happily exploring Fatty Bear's world; the goals even var in response to your child's actions.

So, what are you waiting for? Morning's almost here, and a bear can only do so much alone.









Ages 3-7

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Dizzy Dreidl

The Jewish holiday of Hanukkah (hahn-a-kuh), which is celebrated in December, honors the military victory of Judas Maccabeus over Antiochus of Syria and the rededication of the destroyed Temple of Jerusalem. Known as the Festival of Lights, the Hanukkah celebration includes lighting eight candles in a special candelabrum called a *menorah* — one candle is lit the first day, two the next and so on, until all eight candles are burning.

Another part of the Hanukkah celebration is the playing of the *dreidl* (dray-dul) game. A dreidl is a spinning-top with four sides; there is a different Hebrew letter on each side. To get started, the players gather up a bunch of small items such as buttons, coins, raisins, nuts — just about anything will do. Each player starts with the same number of items in his or her "stake." To play, the players each put two things in the *pishka* (the "pot"). Then each player takes a turn spinning the dreidl — when it stops, the letter that shows tells the player what to do. Here are the Hebrew letters on the dreidl and what they tell the player to do:

ג gimmel — take everything in the pishka

נ nun — do nothing

ש shin — add two more items to the pishka

ה hay — take half of the items in the pishka

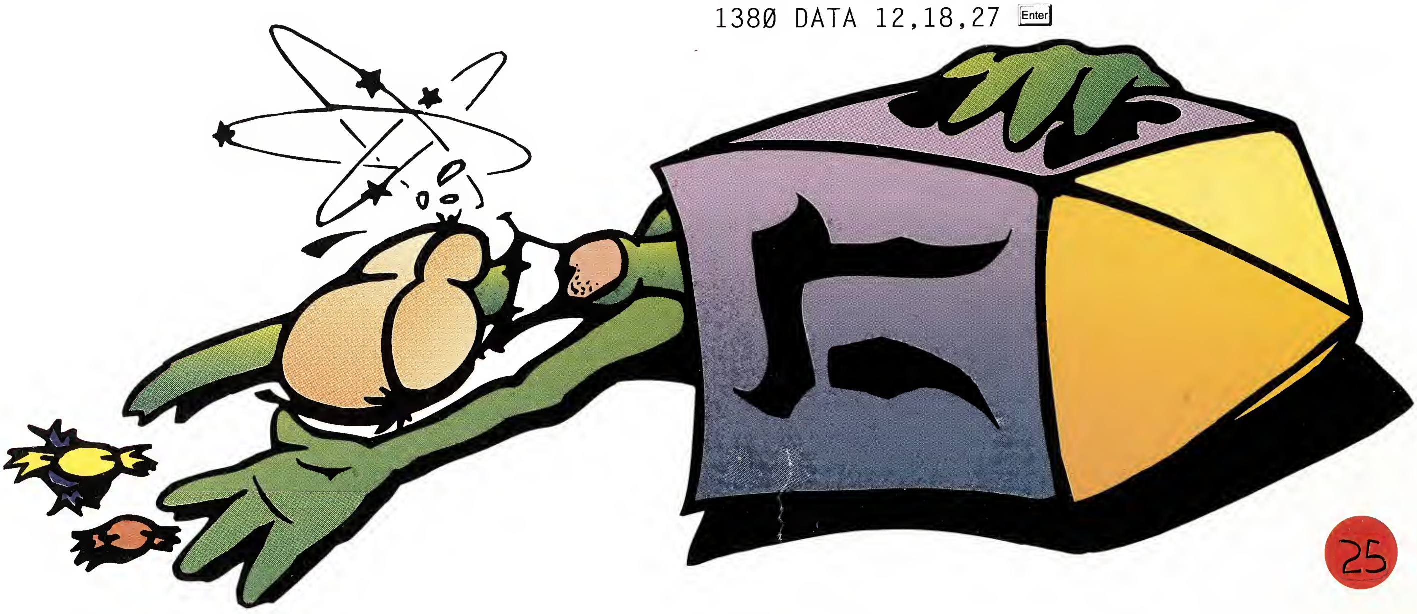
If a player spins a gimmel and wins everything, the game starts again with the next player's turn and everyone has to put two things into the pishka. The game ends when everyone decides they don't want to play any more, and the winner is the person with the most things from the pishka.

Not everyone has a dreidl, so we wrote the DREIDL program. After you type this program and save it (see Page 48 for help), type `RUN` and press Enter. You'll see the four faces of the dreidl and a pointer in the middle. Just press Enter to spin the dreidl, and the computer tells you what to do. When you're finished playing, stop the program by holding down the Ctrl key and pressing the **Pause** key once.

The dreidl game is a fun game for everyone — especially the player who wins!

DREIDL

```
10 REM DREIDL GAME Enter
20 WIDTH 40: KEY OFF: COLOR 7,1: CLS Enter
30 C$=STRING$(16,32): GOSUB 1000 Enter
40 S=600: RANDOMIZE TIMER Enter
50 COLOR 12,1: LOCATE 10,20: PRINT CHR$(
24): LOCATE 12,20: PRINT CHR$(219) Enter
60 COLOR 10,1: LOCATE 19,3: PRINT “PRESS
 [ENTER]”: PRINT “  TO SPIN”: PRINT “  T
HE DREIDL” Enter
70 A$=INKEY$: IF A$<>CHR$(13) THEN 60 Enter
80 LOCATE 19,1: PRINT C$: PRINT C$: PRIN
T C$: LOCATE 19,24: PRINT C$: LOCATE 21,
24: PRINT C$ Enter
90 COLOR 12,1 Enter
100 I=INT(60*RND(1))+45: J=0 Enter
110 RESTORE 1350 Enter
120 FOR X=1 TO 4 Enter
130 READ A,B,C Enter
140 LOCATE A,B: PRINT CHR$(C); Enter
150 J=J+1: IF J=I THEN 210 Enter
160 SOUND S-2*J,.3 Enter
170 FOR Y=1 TO 300: NEXT Y Enter
180 LOCATE A,B: PRINT “ “ Enter
190 NEXT X Enter
200 GOTO 110 Enter
210 IF C=24 THEN A$=”GIMMEL!”: B$=”TAKE
IT ALL!”: GOTO 250 Enter
220 IF C=26 THEN A$=”NUN!”: B$=”DO NOTHI
NG”: GOTO 250 Enter
230 IF C=25 THEN A$=”SHIN!”: B$=”ADD TWO
 ITEMS”: GOTO 250 Enter
240 IF C=27 THEN A$=”HAY!”: B$=”TAKE HAL
F” Enter
250 COLOR 28,1: LOCATE 19,27: PRINT A$:
LOCATE 21,27: PRINT B$ Enter
260 GOTO 60 Enter
270 END Enter
1000 COLOR 14,1 Enter
1010 FOR X=1 TO 25 Enter
1020 READ A,B,C,D,E,F,G,H Enter
1030 LOCATE A,B: PRINT STRING$(C,D);STRI
NG$(E,F);STRING$(G,H); Enter
1040 NEXT X Enter
1050 DATA 3,19,1,222,1,219,1,221 Enter
1060 DATA 4,21,1,221,0,0,0,0 Enter
1070 DATA 5,20,1,222,1,221,0,0 Enter
1080 DATA 6,21,1,221,0,0,0,0 Enter
1090 DATA 7,19,2,219,1,222,0,0 Enter
1100 DATA 10,10,3,219,0,0,0,0 Enter
1110 DATA 11,12,1,222,0,0,0,0 Enter
1120 DATA 12,10,1,222,1,221,1,222 Enter
1130 DATA 12,13,1,221,0,0,0,0 Enter
1140 DATA 13,10,1,222,1,32,1,222 Enter
1150 DATA 14,10,1,222,1,32,1,222 Enter
1160 DATA 10,27,1,222,1,219,1,221 Enter
1170 DATA 11,29,1,221,0,0,0,0 Enter
1180 DATA 12,28,1,222,1,221,0,0 Enter
1190 DATA 13,29,1,221,0,0,0,0 Enter
1200 DATA 14,27,2,219,1,221,0,0 Enter
1210 DATA 17,18,1,219,1,32,1,219 Enter
1220 DATA 17,21,1,32,1,219,0,0 Enter
1230 DATA 18,18,1,222,1,32,1,222 Enter
1240 DATA 18,21,1,32,1,222,0,0 Enter
1250 DATA 19,18,1,222,1,221,1,222 Enter
1260 DATA 19,21,1,221,1,222,1,221 Enter
1270 DATA 20,18,1,222,1,32,1,222 Enter
1280 DATA 20,21,1,32,1,222,0,0 Enter
1290 DATA 21,18,1,222,4,219,0,0 Enter
1300 LOCATE 1,18: PRINT “GIMMEL” Enter
1310 LOCATE 13,5: PRINT “HAY” Enter
1320 LOCATE 13,32: PRINT “NUN” Enter
1330 LOCATE 23,19: PRINT “SHIN” Enter
1340 RETURN Enter
1350 DATA 10,20,24 Enter
1360 DATA 12,22,26 Enter
1370 DATA 14,20,25 Enter
1380 DATA 12,18,27 Enter
```



JAMMERS 2

COMET

The Computer Sees Stars

If you have ever spent a summer evening watching the sky, you've probably seen a shooting star. But have you ever seen a comet? Many people haven't. This graphics program should give you some ideaof what one looks like. When you've seen enough, just press any key to stop the program.

```
10 REM COMET MAKER Enter
20 WIDTH 40: KEY OFF Enter
30 SCREEN 1: CLS Enter
40 FOR X=0 TO 32000 STEP 29 Enter
50 Y=50+X^1.5/50000 + (40-X/820) * SIN(X
/57) Enter
60 H=X/130 Enter
70 PSET(H,Y) Enter
80 NEXT X Enter
90 FOR R=1 TO 5 Enter
100 CIRCLE(248,166),R Enter
110 NEXT R Enter
120 A$=INKEY$: IF A$="" THEN 120 Enter
130 SCREEN 0: COLOR 7,1: CLS: END Enter
```

What's Your Change?

If saving money is important to you, you probably like to count it every now and then. But figuring out how many dollars you have when counting change isn't usually a lot of fun. Let this program take care of the hassle. After you run CHANGE, enter the number of pennies, nickels, dimes and quarters you have, and the computer tells you how many dollars all that change adds up to!

CHANGE

```
10 REM CHANGE COUNTER Enter
20 WIDTH 40: KEY OFF: COLOR 14,2: CLS Enter
30 LOCATE 2,13: PRINT “CHANGE COUNTER” Enter
40 COLOR 15,2 Enter
50 LOCATE 5,10: INPUT “HOW MANY PENNIES”
;P: P=P/100 Enter
60 PRINT STRING$(11,32);”PENNIES =”;: PR
INT USING “$$###.##”;P Enter
70 LOCATE 7,10: INPUT “HOW MANY NICKELS”
;N: N=N/20 Enter
80 PRINT STRING$(11,32);”NICKELS =”;: PR
INT USING “$$###.##”;N Enter
90 LOCATE 9,10: INPUT “HOW MANY DIMES”;D
: D=D/10 Enter
100 PRINT STRING$(11,32);”NICKELS =”;: P
RINT USING “$$###.##”;D Enter
110 LOCATE 11,10: INPUT “HOW MANY QUARTE
RS”;Q: Q=Q/4 Enter
120 PRINT STRING$(11,32);”NICKELS =”;: P
RINT USING “$$###.##”;Q Enter
130 LOCATE 15,6: PRINT “YOUR CHANGE TOTA
L IS”;: PRINT USING “$$###.##”;P+N+D+Q Enter
140 COLOR 4,2: LOCATE 18,12: PRINT “DO A
GAIN (Y/N)?” Enter
150 A$=INKEY$: IF A$=”” THEN 150 Enter
160 IF A$=”Y” OR A$=”y” THEN RUN Enter
170 COLOR 7,1: END Enter
```

Seasons Greeting

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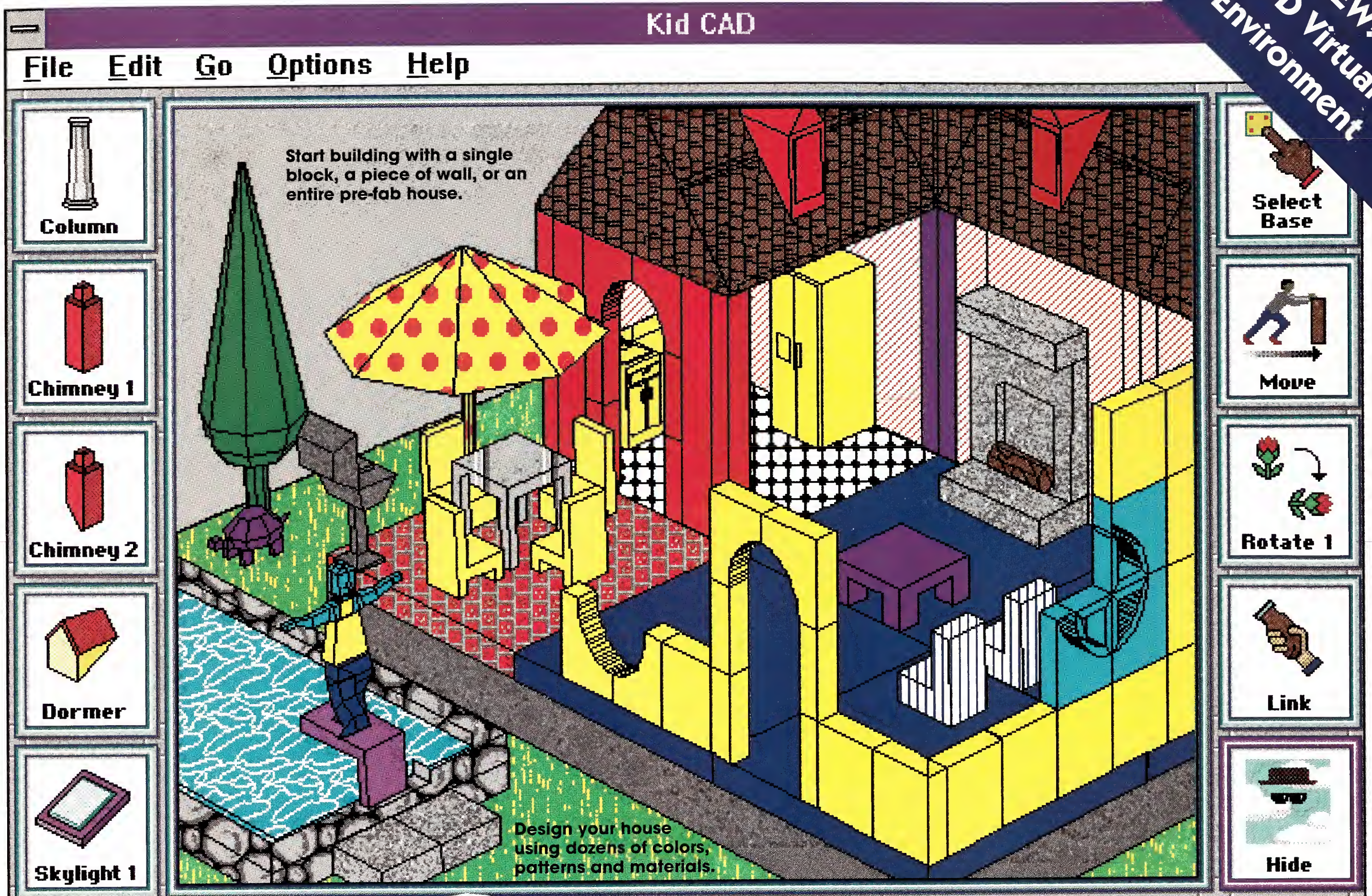
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Options
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Select Base
Move
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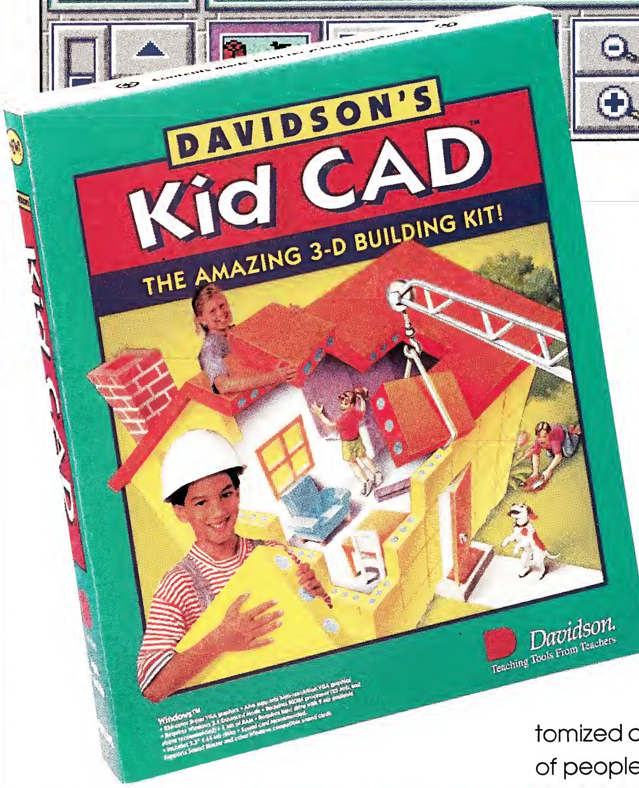
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PC KIDS Connect

PC Pals are faraway friends that you make just by writing letters.

The PC Kids who wrote to us below are PC Pals who want to hear from you!

My name is Rachael, and I am 11 years old. I collect porcelain dolls, and I like to play the flute. I also take ballet lessons. We have a computer at home that I use mostly for school reports. I want to be PC Pals with a boy or girl my age.

Rachael Edwards
500 Woodbine Drive
Pensacola, FL 32503

My name is Zane, and I am 9 years old. I am taking violin lessons, which I enjoy very much. I also collect baseball cards and like to build model cars. We have a computer at home that I use to draw sometimes. My favorite program is Microsoft *Publisher* — I love it! I'd like to be PC Pals with other boys my age.

Zane Burgstahler
831 Jefferson
Decatur, IL 62521

Hi! I am 11 years old and in the sixth grade. I enjoy karate and soccer. I collect comic books and like to play flashlight tag. My favorite computer game is *Lance Stone.* I would like a PC Pal of any age. Write soon!

Paul Casagrande
5839 Kilbirnie Drive
Salisbury, MD 21801

I have a computer at home, and I like to play *Math Rescue* on it. I am in the fifth grade and am 10 years old. I like to draw and watch movies. I would like to be PC Pals with other girls my age.

Jessica Bishop
154 Ely Avenue
West Springfield, MA 01089

I am Heather Smith, and I'm in the seventh grade. I play the cello and collect trolls. My favorite sports are basketball and baseball. I like to draw on our computer. I enjoy the game *The 7th Guest*. When I grow up I want to be a pilot. If you would like to be my PC Pal, please write.

Heather Smith
9223 Landgreen Street
Manassas, VA 22110

My name is Sean, and I am in the seventh grade. I play soccer and the piano. I have my own computer in my room that I use to do my homework. My favorite computer game is *King's Quest VI*. Anyone interested in electronic stuff drop me a line.

Sean Taylor
11508 Padre Way
Dublin, CA 94568

My name is Sheerah, and I am in a fourth-grade home-school program. I sing and play the piano. I also like to swim and collect stamps. I really like dogs! We have a computer at home that I use to draw and to play the game *Test Drive*. I'd like to be pen pals with any boy or girl of any age.

Sheerah Fisher
67 Holt Road
Hyde Park, NY 12538

If you want to be a PC Pal and get letters from PC Kids across the country, write us a letter telling about some of the things you like to do (and maybe some of the things you don't). Make sure you include your age and complete address, then send it to us at:

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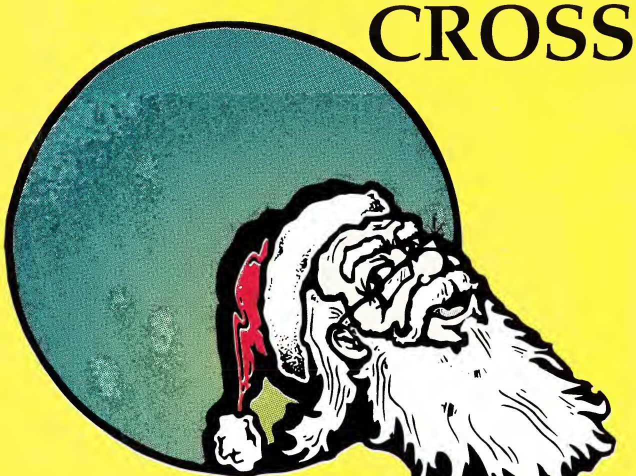
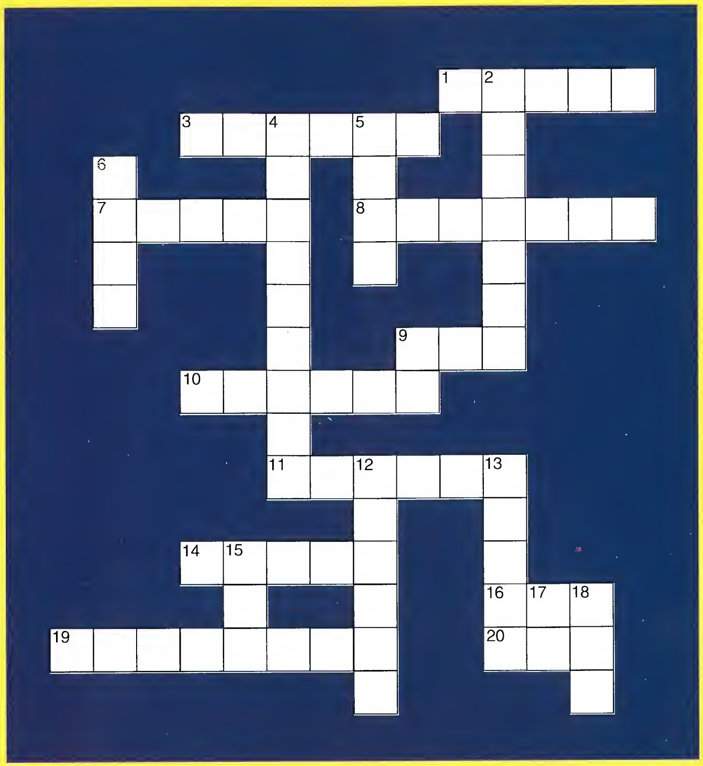
Puzzles

BOSS CROSS





Across

1. "The _____ is tied," said the announcer.
3. They really stop bikes and cars.
7. Don't forget to press the _____ key at the end of every paragraph.
8. You must first _______ computer programs before you can use them.
9. Every one of us
10. Wrigley, Candlestick Park and Dodger Stadium are all famous baseball ______.
11. Jupiter is the largest planet in our solar ______.
14. What's your favorite _____? Blue? Red? Purple?
16. To move your legs quickly — or to start a computer program
19. Countless, beyond measure, going on forever
20. English counterpart for *un* (French)

Answer appears on Page 34.

Down

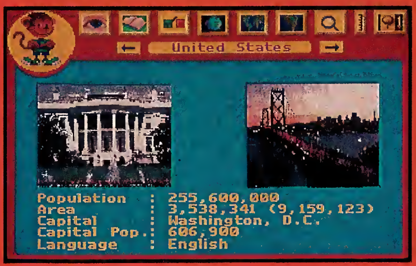
2. The Ctrl key on your keyboard stands for _______.
4. To move freely up, down, left and right in your word processor, you press the _____ ____ on your keyboard. (two words).
5. When you have to leave in a hurry, look for the ____ sign.
6. Restaurants and computer programs give you this for making selections.
9. __ *You Like It* is a famous play written by Shakespeare.
12. Otherwise known as the monitor
13. Smaller than *mini* and the opposite of *macro*
15. If you bought it, you ___ it.
17. French counterpart for *one*
18. Not old but ___

My first WORLD ATLAS

FEATURIN
DALE THE MONKE

A WORLD OF FUN FOR YOUR CHILDREN!

Imagine a World Atlas that your children love to use! One that's alive with exiting animations, sounds and real life photos, that's fun and easy to use! *My First World Atlas* is all you'd expect, plus a whole lot more! *My First World Atlas* is totally interactive! Your children can decide how a map should look, and even customize their own mouse cursors by choosing from a dinosaur, an ice cream sundae, a hot air balloon and more! With accurate and up-to-date information on 183 countries, your children will have so much fun, they'll actually *want* to learn more!

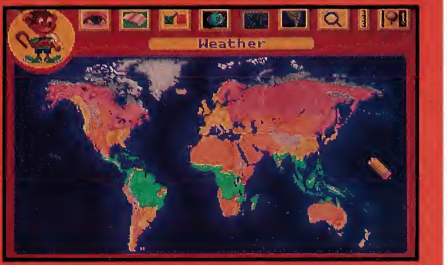


```
Population  : 255,600,000
Area        : 3,538,341 (9,159,123)
Capital     : Washington, D.C.
Capital Pop.: 606,900
Language    : English
```

Discover all sorts of facinating facts about each country and continent!

DESIGNED FOR CHILDREN AGES 6 - 9

CAMBRIDGE
interactive



Find out what the weather is like in different countries!

222 Third Street, Suite 0234, Cambridge MA 02142

© 1993 Cambridge Interactive

IBM PC VGA Screenshot

PC Kids Info

A Message To *PC Kids* Parents

PC Kids provides an entertaining environment where your child can learn about computers. Each activity and computer program published in *PC Kids* is selected for its ability to teach, and the "play" content built into each feature is carefully designed to further enhance this educational process.

As your child begins to use *PC Kids* and the computer, he or she will have many questions. We'll do our best to anticipate these questions and to provide answers, but nothing beats an "on-site technical department"—your involvement will be necessary at times. How you respond will determine how quickly your child learns to work responsibly and independently with the computer.

Keyboard Etiquette

Kids will be kids. Some rules we suggest you establish at the beginning are:

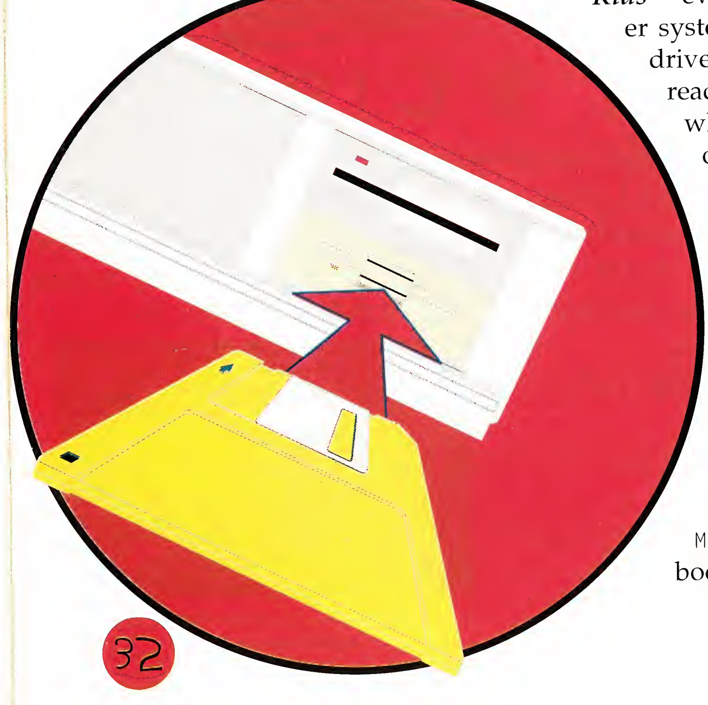
☞ Press the keyboard keys softly; don't hit them.
☞ Keep food and drink away from the computer.
☞ No touching or drawing on the monitor.
☞ Clean up the computer area when you've finished.

Turning It On

With the vast array of options available on today's computers, we cannot be sure how your MS-DOS computer system is configured. To provide specific instruction would require volumes and cause unnecessary confusion. Therefore, we assume your child already knows how to turn on the computer and successfully boot MS-DOS. If this is not the case, set aside some time to sit down with your child in front of the computer. Show how to insert the floppy disk in the drive. Explain the job each peripheral performs. And remember, kids don't need full-blown technical explanations—an overview will do. When they're ready for more information, they'll ask.

A Special Storage Place

Chances are, your child isn't the only person in your family who uses the computer. For file security and simplicity, it is best if beginning users work only with floppy disks for saving the programs they enter from *PC Kids*—even though your computer system may include a hard drive. We will assume every reader has a special disk with which to boot MS-DOS and on which to save programs. Create a disk for your child(ren) as follows (refer to the MS-DOS manual for more information):



☞ Boot the system as you normally would.
☞ Format a blank floppy disk using the `/S` option. This tells the `FORMAT` command to make a bootable system disk.
☞ Copy the BASIC interpreter to the disk. If you have a version of DOS prior to Version 5.0, your system includes either GW-BASIC or its twin, BASICA. Copy to the disk either `GWBASIC.EXE`, or `BASICA.EXE` and `BASIC.COM`. If you have `GWBASIC.EXE`, rename it to `BASIC.EXE`. If you have DOS 5.0, the BASIC interpreter is QBASIC. There are three files used by QBASIC: `QBASIC.EXE`, `QBASIC.INI` and `QBASIC.HLP`. Copy these to your child's floppy disk. (Note: If it is a 5¼-inch 360K disk, omit `QBASIC.HLP` to save space.)

Of course there are exceptions to floppy-only operation. For instance, you may want to install software for your child that requires a hard drive. And some kids may already have a working understanding of the MS-DOS directory structure. This is OK as long as you are comfortable with your child's ability to use the hard drive safely. Do note that the program articles in ***PC Kids*** assume your child has booted the computer using his or her special disk and that the BASIC interpreter is on that disk.

Another exception worth noting is *Windows*. Our "Mousetales" feature provides activities within the Microsoft *Windows* environment, which requires a hard drive. If your system includes *Windows*, we encourage you to work with your child until you are confident he or she has a good understanding of *Windows'* operation.

OOPS! We Goofed . . .

The sports-card collection program in the October 1993 issue (Page 20) is missing a line. To fix the problem, first load SPORTS from disk. Then add the line

```
180 REM
```

Make sure you save the program to the disk using the same filename as before.

Working With *PC Kids* Programs

To enter a *PC Kids* program listing, put your special BASIC disk into the floppy disk drive and turn on the computer. (If you don't have a special BASIC disk yet, ask one of your parents to read these pages and make one for you.) You may be asked to type the date and time. If you need help with this, ask Mom or Dad to show you how. When the computer is ready, you should see `A>` at the left side of the screen.

All *PC Kids* programs are written in BASIC, a special language your computer understands. Two kinds of BASIC are used for computers like yours, BASIC and QBASIC. (If you don't already know, ask Mom or Dad which BASIC your computer has.) To start BASIC, type the word `BASIC` right after the `A>` on your screen and press Enter. If you have QBASIC, you should instead type `QBASIC` and press Enter.

Using Regular BASIC

When BASIC starts, you see some words at the top of the screen telling you that it is BASIC. Then you see the word `OK`, with a flashing line (called a cursor) on the next line. Don't worry about the words printed at the bottom of the screen. When you see the word `OK`, your computer is ready for you to type the program.

Every *PC Kids* BASIC program uses line numbers. This means every line starts with a number. Start typing at the beginning of the listing with Line Number 10. Keep typing all the numbers, letters, spaces and other characters until you see the symbol that looks like Enter. When you get to this symbol, press the key marked ENTER or RETURN on your keyboard. If you don't find Enter when you get to the end of the first line in the listing, don't press the ENTER key. Instead, type the numbers and letters that are on the next line. Press the ENTER key only where you see Enter.

When you finish typing all the listing's lines, save the program to your special BASIC disk — type `SAVE"filename"` and press Enter. But make sure you change the word `filename` to the real name of the program, which is in big letters at the top of the listing. For example, to save the program with the name TICKETS, you type `SAVE"TICKETS"` and press Enter. To make the program run, type `RUN` and press Enter.

To get out of BASIC, type `SYSTEM` and press Enter. Then you can turn off the computer. To load a program you've already saved, type `LOAD"filename"` (but change `filename` to the program's real name) and press Enter. Type `RUN` and press Enter to make it run. To see which programs are saved on your disk, type `FILES` and press Enter.

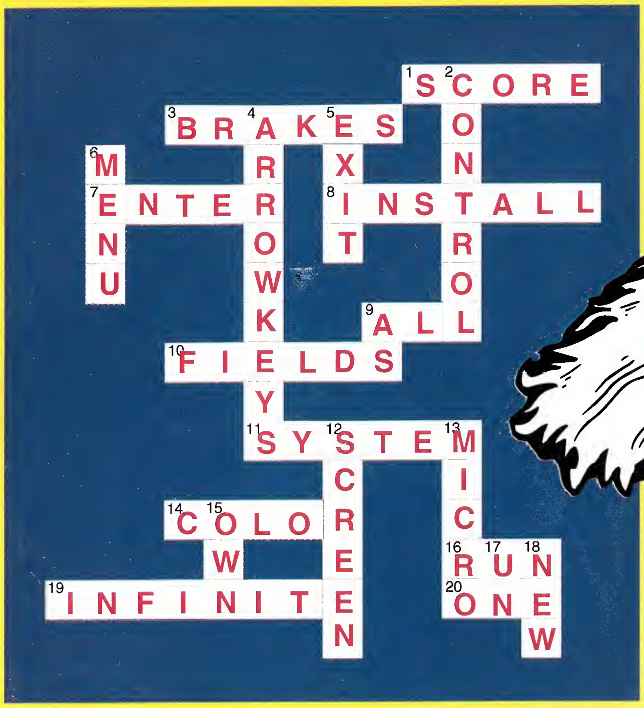
Using QBASIC

When you start QBASIC, a screen appears with words along the top. In the middle of the screen is a message —just press Enter to make it go away. To get ready to type a listing, press Alt, F and then N. This erases any program that may already be in the computer's memory. Now type the lines of the listing, starting at Line 10, as we explained above. Press the key marked ENTER only where you see Enter in the program.

To save a program with QBASIC after you finish typing it, press Alt, F and S. A box appears at the top of the screen. Type the program's name in this box and press Enter. Press Alt, R and S to run the program you've typed.

To get out of QBASIC, press Alt, F and X. Now you can turn off the computer.

To load a listing you have already saved, press Alt, F and O. The bottom-left part of the box that appears tells you the names of the programs you have already saved. To load one of these into the computer, type its name in the top-left part of the box where you see the flashing cursor and press Enter.


1 SCORE
2 CONTROL
3 BRAKES
4 ARROWKEYS
5 EXIT
6 MENU
7 ENTER
8 INSTALL
9 ALL
10 FIELDS
11 SYSTEM
12 SCREEN
13 MIC
14 COLOR
15 OW
16 RUN
17
18 NEW
19 INFINITE
20 ONE

Solution for

Boss Cross

from Page 30

Answers

Farewell Funnies

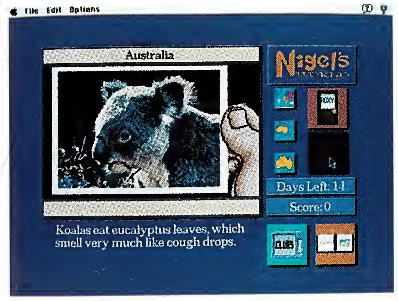
Q: Why do elephants have so many wrinkles?
A: Have you ever tried to iron one?!?!

Q: If a runner gets athlete's foot, what does an astronaut get?
A: Missile toe, of course!

Q: What did one wall say to the next?
A: I'll meet you at the corner.

Q: What did the tie say to the hat?
A: You go on ahead, and I'll hang around here.

Give Your Child The World.


File Edit Options
Nigel's World

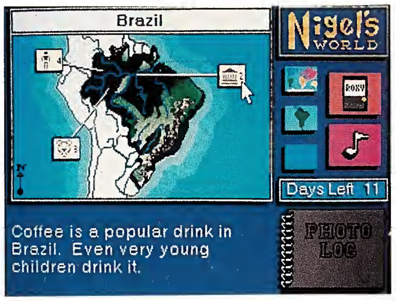
Australia

Days Left: 14

Score: 0

Koalas eat eucalyptus leaves, which smell very much like cough drops.

COME HOME WITH THE PERFECT SHOT.


Nigel's World
ROXY
PHOTO LOG

Brazil

Days Left 11

Coffee is a popular drink in Brazil. Even very young children drink it.

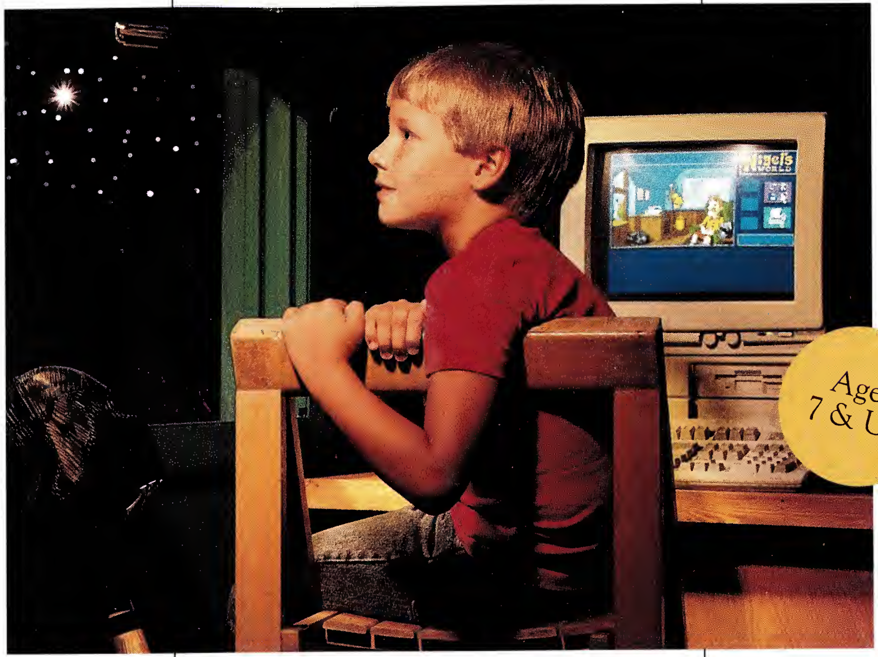
TRAVEL TO EXOTIC PLACES.

"We like *Nigel's World* better than Carmen Sandiego. It's less cluttered, prettier and more fun."
Pride's Guide to Educational Software

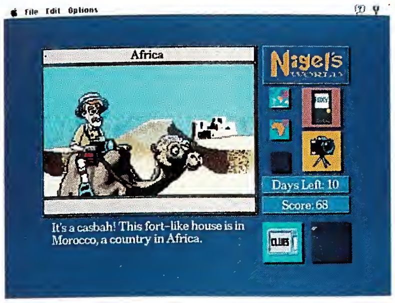
"An enjoyable way to learn about many countries."
PC Home Journal

Districts' Choice Award Winner

Top 100 Products 1992
Curriculum Product News



Ages 7 & Up


File Edit Options
Nigel's World

Africa

Days Left: 10

Score: 68

It's a casbah! This fort-like house is in Morocco, a country in Africa.

HELP NIGEL EXPLORE THE WORLD.

Order Today.
Call Toll Free 1-800-421-4157

Ask about our other software products and free catalog.

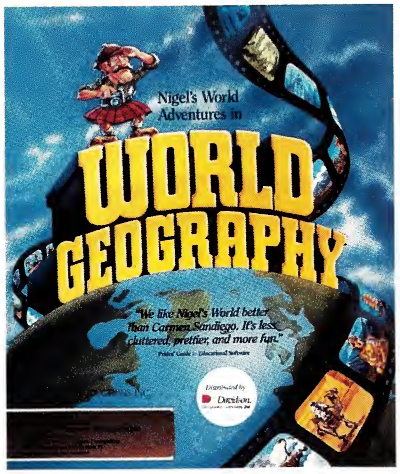
When children are young, everything is an adventure. And the world around them serves as an endless source of fascination and delight.

As a parent, you have the unique ability to bring that world to life for your child. It all begins with your personal computer and *Nigel's World* — Adventures in Geography. Your child controls the adventures of Nigel — taking pictures from around the world that will help Nigel capture First Place in a photography contest.

Designed for children ages 7 and up, *Nigel's World* teaches valuable map skills, and strengthens problem solving, critical thinking and reading skills. Your child is entertained by animated cartoons and actual photographs accompanied by international folk songs and digitized speech in 17 languages. Learning comes naturally when children have fun exploring with Nigel.

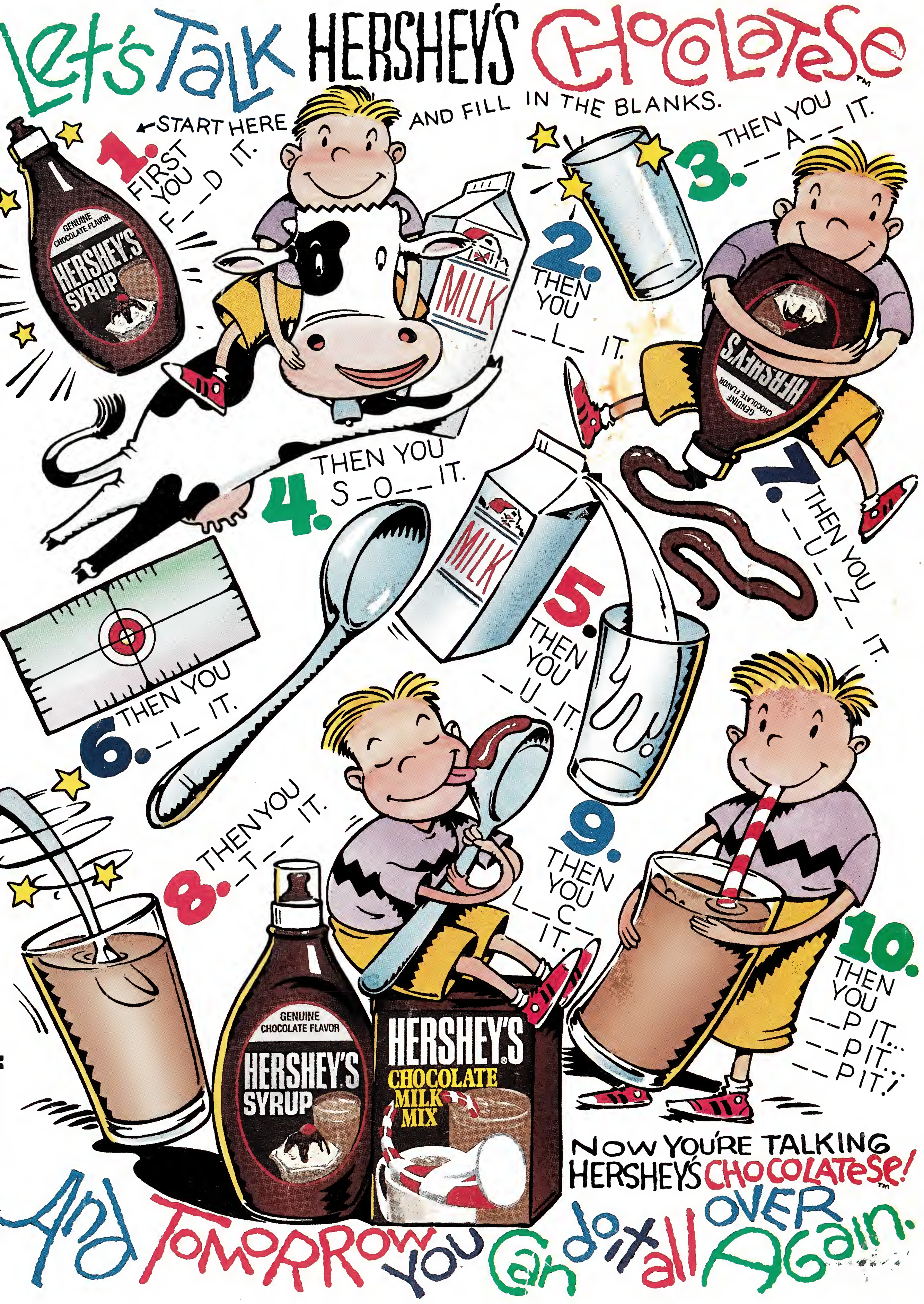
So, let the adventure begin. Give your child the world... *Nigel's World*...and begin a journey of learning that will last a lifetime.

Suggested Retail Prices: Mac version: $49.95; IBM version: $39.95; School editions: $59.95 Mac, $49.95; IBM Lab packs, site licenses and networkable versions are available.


Nigel's World Adventures in
WORLD GEOGRAPHY
"We like Nigel's World better than Carmen Sandiego. It's less cluttered, prettier, and more fun."
Pride's Guide to Educational Software
Distributed by Davidson

LAWRENCE
PRODUCTIONS

igel's World™. Adventures in World Geography


Let's Talk HERSHEY'S Chocolatese™
←START HERE AND FILL IN THE BLANKS.
1. FIRST YOU F_ _D IT.
GENUINE CHOCOLATE FLAVOR HERSHEY'S SYRUP
MILK
2. THEN YOU _ _L_ IT.
3. THEN YOU _ _ A_ _ IT.
4. THEN YOU S_O_ _IT.
5. THEN YOU _ _U_IT.
6. THEN YOU _I_ IT.
7. THEN YOU _ _U_ _Z_ IT.
8. THEN YOU _T_ _ IT.
9. THEN YOU L_C_ IT.
10. THEN YOU _ _P IT... _ _P IT... _ _P IT!
GENUINE CHOCOLATE FLAVOR HERSHEY'S SYRUP
HERSHEY'S CHOCOLATE MILK MIX
NOW YOU'RE TALKING HERSHEY'S CHOCOLATESE!™
And Tomorrow you Can do it all OVER Again.

ANSWERS: 1.FIND 2.MILK 3.GLASS 4.SPOON 5.POUR 6.AIM 7.SQUEEZE 8.STIR 9.LICK 10.SIP, SIP, SIP

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